STARFINDER
SECOND EDITION
ALIEN CORE

# STARFINDER®

SECOND EDITION

## ALIEN CORE

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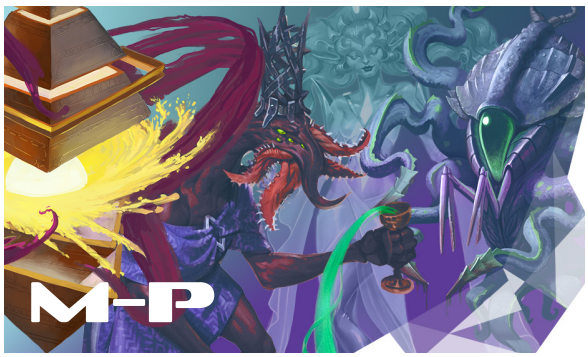


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Welcome to *Starfinder Alien Core*! Inside this archive, you'll find inscrutable cosmic entities and powerful alien dragons, flora and fauna from countless worlds, new peoples to interact with, and terrifying creatures to hunt down—or be hunted by. While this book contains rules and descriptions for hundreds of aliens, it presents only a portion of the myriad interesting creatures that populate the Starfinder galaxy.

To use this book, you'll need *Starfinder Player Core* and *Starfinder GM Core*, which contain the rules of the game and give you further understanding of each creature's rules and its place in the galaxy. Using these books allows you as the Game Master (or GM) to create stories of grand adventure and populate them with fearsome foes, possible allies, and friendly guides.

Most of the sections of this book describe a creature or a group of related creatures, present their game statistics, illustrate their place within the galaxy, and provide details about their behavior or society. In this introduction, you can find advice on how to play these creatures in the game, including how to read and use their statistics, recommendations regarding roleplaying their interactions with player characters, and guidance on adjusting creatures to the needs of your story or setting.

Lastly, the appendix in the back of the book contains sections that provide information about frequently used creature abilities, creature traits, new rituals, uncommon languages, lists of monsters sorted by type and level, and options for further adjusting creatures.

## PLAYING CREATURES

While the other players portray their characters, you as the Game Master get to play everyone else. This section provides the basics for using the creatures in this book. It guides you through the process of reading and understanding creature statistics so you know how to present a creature as a threat or ally in and out of combat. It also provides general advice for roleplaying creatures to help provide more depth when characterizing them within your game's world.

### READING CREATURE STATISTICS

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and equipment. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formatting.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed alphabetically. The traits appearing in this book, including some traits from *Starfinder Player Core*, can be found in Creature Traits on page 211.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks, with their full text in the Ability Glossary on pages 208–210.

**CREATURE NAME** **CREATURE (LEVEL)**

RARITY SIZE CREATURE TRAITS

**Perception** The creature's Perception modifier is listed here, followed by any special senses.

**Languages** The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it can't communicate with or understand another creature through language.

**Skills** The creature is trained or better in these skills. For untrained skills, use the corresponding attribute modifier.

**Attribute Modifiers** The creature's attribute modifiers are listed here.

**Items** Any significant gear the creature carries is listed here.

**Interaction Abilities** Special abilities that affect how a creature perceives and interacts with the world are listed here.

**AC**, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any bonuses to all three saving throws are listed after the three saves.

**HP**, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities**; **Weaknesses**; **Resistances** Any immunities, weaknesses, or resistances are listed here.

**Automatic Abilities** The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

**Reactive Abilities** Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

**Speed**, followed by any other Speeds or movement abilities.

**Melee** ❖ (traits; some weapon traits, such as deadly, include their calculations for convenience) The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses. If a creature has any abilities or gear that would affect its attack modifier, such as a tactical-grade weapon, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is Effect if the Strike doesn't deal damage).

**Ranged** ❖ As Melee, but also lists range or range increment with traits, **Damage** as Melee.

**Area Fire** ❖❖ As Melee, but also lists area and range with traits, **Damage** as Melee, but also lists the attack's saving throw DC (*Player Core* 410)

**Spells** The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed by the DC (and spell attack modifier if any spells require spell attack rolls). Spells are listed by rank, followed by cantrips. A spell prepared multiple times lists the number

## CONTENT WARNINGS

You can use these content warnings to avoid sensitive subjects in this book. This list omits common themes within the Starfinder Baseline (*Starfinder Player Core* 389), such as violence, manipulation, war, mutilation, possession, and cults. **Alcohol/drugs** orocoran; **body horror/experimentation** akata, alghollthu, bloodbrother, Corpse Fleet, corzadai, Dominion of the Black, Midwife, psychic fungus, rendworm, troll, void zombie, warpstitcher, zombie; **drowning/suffocation** nihili; **game addiction** digital ghost; **gore** demon, troll; **needles** deprimogon; **pandemic/epidemic** endling; **radiation exposure** abysium dragon, elindrian, hesper, irradiated undead, Terror of Ukulam, troll; **social media addiction/bullying** daemon, digital ghost, necrolinked wight, gremlin; **suicide** daemon; **torture** deprimogon, noquasar, vorthuul.

CYBERNETIC ZOMBIE

of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell rank.

**Innate Spells** These are listed like other spells, but can also include constant, at-will, and focus spells. If the creature has a focus spell as an innate spell, it works like other innate spells with listed uses, rather than costing Focus Points. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by rank. Rules for constant and at-will spells appear on page 208 in the Ability Glossary.

**Focus Spells** If a creature has focus spells, this entry lists the spells, the spells' rank, the Focus Points in the creature's focus pool, and the DC.

**Rituals** Any rituals the creature can cast appear here. The creature can choose to automatically succeed without rolling on any of these rituals or can roll normally.

**Offensive or Proactive Abilities** Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

## ROLEPLAYING CREATURES

Whether it's an adversary or a potential ally, a creature might have a very different worldview than the PCs. When roleplaying creatures, think about how they experience the world differently due to their senses, physiology, and habitat. Each creature entry in this book gives you some context about the creature's worldview, motivations, ecology, and societies. Many sections have sidebars that provide relevant facts about creatures (labeled with the icons shown on page 7). You can use the information in each creature entry as cues on how to roleplay the creature in and out of combat. These cues can be as simple as a difference in idioms (perhaps saying "in the other tentacle" rather than "on the other hand") and as complex as determining the motivations, hopes, and dreams for an individual creature. Understanding a creature you're playing also informs what tactics it uses, as well as whether it's willing to surrender or flee when losing a fight. A cybernetic zombie, for example, generally approaches situations by mindlessly following its creator's instructions or otherwise looking for something to kill, but you might also have it behave erratically, as if its damaged cybernetic implants are causing errors in its "programming."

## ADJUSTING CREATURES

Sometimes you might need to customize a creature based on the needs of your story or the narrative circumstances as your story unfolds. This section guides you through some basic strategies you can use to adjust creatures. You might also need to adjust a creature's languages or gear, or know its proficiency ranks in skills or Perception.

## COMBAT POWER

The creatures presented in this book have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments to a creature's statistics, called elite and weak adjustments, to raise or lower its level by 1. Adjust the XP players earn for defeating the creature and how you build encounters with it accordingly. You can make more comprehensive adjustments to creature statistics using the elite (page 204) and weak (page 207) creature adjustments.

## THEME

You might wish to further adjust creatures to suit the unique needs of your campaign, such as a campaign set entirely on a massive derelict starship (requiring more creatures that can operate in zero gravity) or in the frigid deep sea trenches of a planet covered in ice and oceans (requiring more aquatic creatures that are adapted to cold environments). Even in a relatively standard Starfinder campaign, a creature's default statistics might not be suitable for your story without some changes. Pages 204–207 contain rules for adjusting creatures' themes and abilities in many ways.

## LANGUAGES

The languages listed in a creature's entry represent the languages a typical creature of that type knows. However, you might want to vary these based on the specific creature. For instance, if a creature is interested in speaking with or understanding the people in its region, it would most likely know the language those people speak. This language is most often Common, but you can give it a more appropriate language depending on where the creature lives (such as Vesk for the Veskarium, or a planet's language, like Akitonian). Beings from other planes are unlikely to know any languages from the Universe unless they frequently travel there. If such a creature knows a mortal language, then that creature likely is interested in communicating with mortals. This language is most often Common, or whatever language is most spoken in the predominant planet or star system of your campaign world, though keep in mind that such a creature should speak Common only if it specifically travels to or studies your campaign's world and region above others. The languages are listed on page 97 of *Player Core* and in the Uncommon Languages section of this book (page 214).

## GEAR

Some creatures rely on gear, like armor and weapons. You might need statistics for such a creature that has lost its gear. For example, a creature could be Disarmed, it might be ambushed while it's out of its armor, or one of its worn magic items could be disabled with *dispel magic*. In most cases, you can simply improvise, but if you want to be more exacting, use these guidelines for weapons and armor. If a creature loses its weapon, it might draw another weapon or use an unarmed attack. If it uses a Strike it doesn't have listed in its stat block, find a Strike entry for the creature that most closely matches the substitute, reduce the attack modifier by 2, and use the damage dice for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed in its stat block, it uses the statistics for a fist (*Player Core* 264). If the creature loses a weapon of tactical grade or higher, you usually should reduce the attack modifier by 2 plus the bonus granted by the weapon's grade for the new weapon. For example, if the creature is Disarmed of its tactical nano-edge rapier, then you would reduce the attack modifier by 3 instead of 2 for the new Strike.

If a creature doesn't have its armor, find the armor in its Items entry, and reduce the creature's AC by that armor's item bonus (*Player Core* 248). If the armor has a bonus from a higher grade, increase the reduction as appropriate; for example, if the creature has a suit of superior freebooter armor in its statistics, and the characters catch the creature without its armor, you would reduce the creature's AC by 6 instead of 4. If the armor has the resilient trait, reduce the creature's saves based on the trait's value.

### SIDEBAR ICONS

Each sidebar in a creature section is marked with an icon identifying the type of information it contains.

Additional Lore

Locations

Related Creatures

Treasure and Rewards

Additional Rules

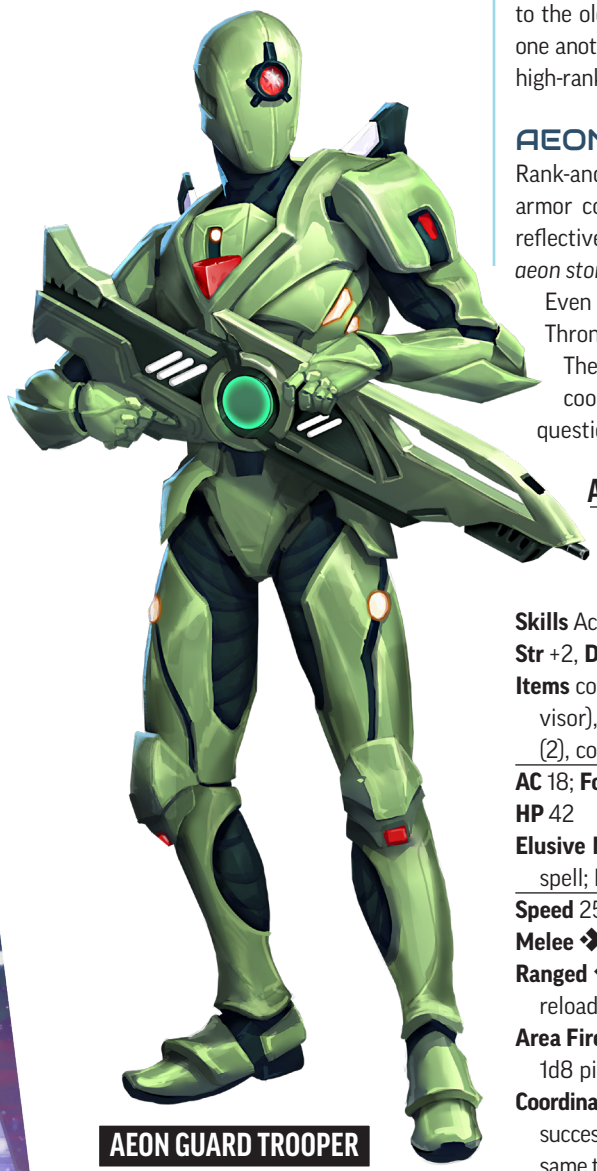
Hazards

## SKILLS, PERCEPTION, AND PROFICIENCY

In some situations, you need to know the creature's proficiency rank in a skill or other statistic. Creatures are trained in the skills listed in their stat blocks and untrained in skills that aren't listed. A creature usually has expert proficiency in its listed skills around 5th level, master proficiency around 9th level, and legendary proficiency around 17th level. A creature might need a certain proficiency rank in Perception to detect certain things. Many creatures have expert proficiency in Perception and improve to master proficiency around 7th level and legendary proficiency around 13th level. At your discretion, creatures with galaxy-renowned aptitude for a particular skill or in Perception might have a higher proficiency rank in that skill or Perception.

### AEON STONES

Aeon Guards make frequent use of *aeon stones* (*Player Core* 282) to enhance their combat abilities, survive harsh environments, and increase their options in battle. Losing an *aeon stone* to an enemy is considered a grave offense, and a squad of Aeon Guards typically fights with greater enthusiasm against foes who they know are in possession of *aeon stones*, especially those taken from their fallen companions.



AEON GUARD TROOPER

## AEON GUARD

The mighty Azlanti Star Empire maintains authoritarian rule over dozens of subject star systems through the combined military might of its Imperial Fleet and the notorious Aeon Guard. Fiercely loyal and highly trained, Aeon Guards are feared throughout the galaxy; their presence in any star system puts everyone on edge, as it can only mean one thing: the Azlanti Star Empire has staked its claim. Aeon Guards serve as marines aboard the Imperial Fleet's starships, protect imperial installations, quell dissent, crush rebellions, and spearhead invasions into new territories, whether to destroy the enemies of the Aeon Throne or to conquer new territories for the ever-expanding Star Empire. The Aeon Guard traditionally accepts only human citizens of the Azlanti Star Empire among its ranks.

### SIHEDRON GUARD

Over multiple decades, the high priest of Lissala, Ishmerai Ophir, secretly trained a new force that he would eventually use to overthrow the Aeon Throne and take command of the Azlanti Star Empire: Sihedron Guards. Raised on brutal "mission worlds" and trained to obey Ishmerai and Lissala above all others, these troops were an essential component of Ishmerai's coup. In some places throughout the empire where loyalists to the old ruling Ixomander family remain, Aeon and Sihedron Guards fight against one another. However, most Aeon Guards have fallen in line with Ishmerai, and even high-ranking Aeon Guards bow to the authority of the mighty Sihedron Guard.

### AEON GUARD TROOPER

Rank-and-file Aeon Guard troopers are easily identified by their distinctive green armor consisting of ceramic and polycarbonate plates overlaid with an energy-reflective molecular coating. Aeon Guards frequently upgrade their armor with *aeon stones*, further distinguishing them from soldiers of "lesser" armies.

Even the newest recruits have sworn personal oaths of loyalty to the Aeon Throne—a traitor or deserter of the Azlanti Star Empire is extraordinarily rare. These troopers are also loyal to one another and highly trained to fight in coordinated formations, and they obey their commanding officers without question, even if their orders mean certain death.

**AEON GUARD TROOPER** **CREATURE 3**

MEDIUM HUMAN HUMANOID

**Perception** +6; darkvision

**Languages** Azlanti, Common, Vesk

**Skills** Acrobatics +9, Athletics +7, Intimidation +6, Stealth +9, Warfare Lore +7

**Str** +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** commercial Aeon Guard armor (as commercial shotalashu armor; darkvision visor), commercial aeon rifle (2 commercial batteries), commercial frag grenade (2), commercial pulse gauntlet (1 commercial battery)

**AC** 18; **Fort** +12, **Ref** +9, **Will** +6

**HP** 42

**Elusive Maneuver** ↻ **Trigger** The trooper takes damage from a ranged Strike or spell; **Effect** The trooper Steps or Takes Cover.

**Speed** 25 feet

**Melee** ❖ pulse gauntlet +8 (agile, free-hand, powered, tech), **Damage** 1d4+3 sonic

**Ranged** ❖ aeon rifle +11 (aeon, caster, expend 1, mag 10, range increment 60 feet, reload 1, tech), **Damage** 1d8+2 fire

**Area Fire** ❖ frag grenade (5-foot burst, consumable, range 70 feet, tech), **Damage** 1d8 piercing (DC 20 basic Reflex save; 1 persistent bleed on critical failure)

**Coordinated Fire** After the trooper attempts a Strike against a target (regardless of success or failure), the next attack roll one of the trooper's allies makes against the same target gains a +2 circumstance bonus. If a Strike with a bonus from coordinated fire hits, the target becomes suppressed until the end of the attacking ally's next turn.

**Sharpshooter** When the trooper makes a ranged Strike against a target with an AC bonus from lesser or standard cover, they reduce the AC bonus by 1 for that Strike.
**Show No Mercy** The trooper gains a +2 circumstance bonus to damage rolls against suppressed targets.

## SIHEDRON GUARD THUNDERSTRIKER

Sihedron Guard thunderstrikers, so named for one of their most common forms of attack, serve as air support for units of Aeon and Sihedron Guards. They bombard enemies with magic and explosives to force their targets out of defensive positions and into firing range for the rest of their squad. They also frequently execute extraction missions, whether getting an important asset to safety or capturing an enemy for interrogation.

### SIHEDRON GUARD THUNDERSTRIKER — CREATURE 5

MEDIUM HUMAN HUMANOID

**Perception** +12; darkvision
**Languages** Azlanti, Common, Vesk
**Skills** Acrobatics +12, Arcana +13, Athletics +9, Computers +13, Intimidation +11, Piloting +12, Warfare Lore +13
**Str** +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +3, **Cha** +2
**Items** advanced aeon rifle (*spell gem of thunderstrike* [3rd]; tactical undermounted grenade launcher [tactical frag grenade]; 2 tactical batteries), commercial battleglove, commercial Sihedron Guard armor (as commercial Skyfire armor; tactical carbon skin; commercial jetpack)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +14
**HP** 55

**Speed** 25 feet, fly 20 feet (jetpack)
**Melee** ❖ battleglove +9 (agile, analog, free-hand), **Damage** 1d4+10 bludgeoning
**Ranged** ❖ aeon rifle +12 (aeon, caster, expend 1, mag 35, range increment 60 feet, reload 1, tech, tracking +1), **Damage** 2d8+2 fire
**Launch** ❖ (attack) undermounted frag grenade (10-foot burst, consumable, range 30 feet, tech, tracking +1), **Damage** 2d8 piercing (DC 23 basic Reflex save; 1d4 persistent bleed on critical failure)
**Arcane Prepared Spells** DC 22, attack +14; **3rd** *discharge*, *entropy strike*; **2nd** *acid grip, blur*, *overheat*; **1st** *command*, *grease*, *sure strike*; **Cantrips (3rd)** *analyze target*, *detect magic*, *ricochet*, *shield, telekinetic projectile*
**Navigational Spellshape** ❖ (concentrate, move, spellshape) The aeon guard Flies using their jetpack, tracing arcane sigils through the air with their motion to empower their spells. If the next action the aeon guard uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. In addition, if the spell requires an attack roll or a Reflex save, any targets of the spell that have lesser cover reduce the bonuses they gain from cover by 1 against the spell.

## AEON GUARD COMMANDER

Aeon Guard commanders are trained to lead from the front, using relatively short-range firearms and extraordinary skill with their dueling swords to press the advantage up close while motivating the rest of their unit to close in. Aeon Guard commanders are dispatched whenever there's a need to end a battle quickly and decisively.

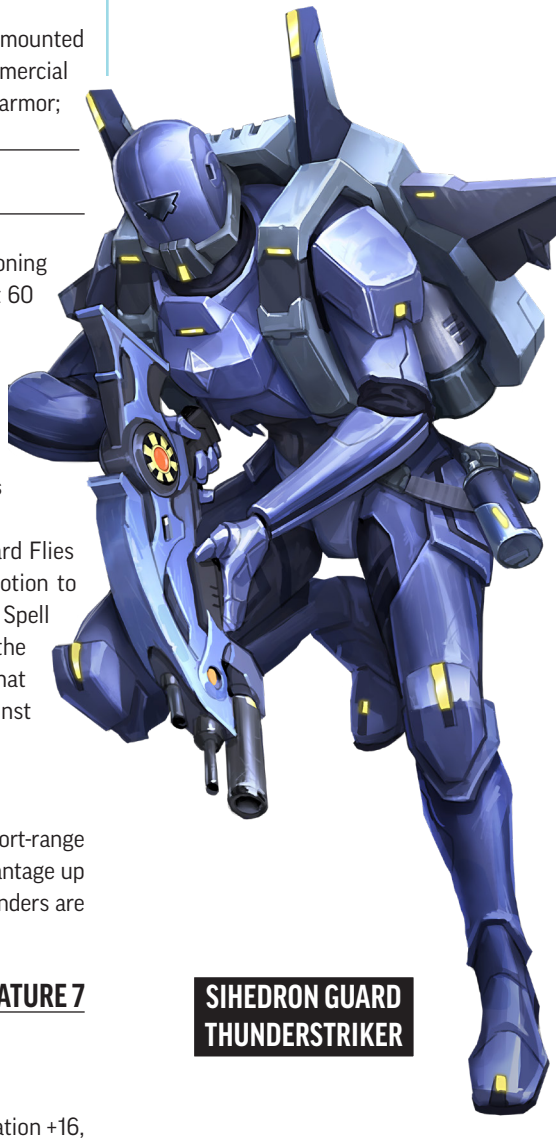
### AEON GUARD COMMANDER — CREATURE 7

MEDIUM HUMAN HUMANOID

**Perception** +16; darkvision
**Languages** Azlanti, Common, Vesk
**Skills** Acrobatics +13, Athletics +17, Deception +16, Diplomacy +16, Intimidation +16, Society +11, Stealth +13, Warfare Lore +11
**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +3

### STAR EMPIRE COMM UNITS

Like other tech armor, every suit of Aeon Guard or Sihedron Guard armor includes a comm unit. These comm units often contain the unit's current orders and are always heavily encrypted, typically requiring at least one Computers check to Hack the comm unit before accessing any records stored inside; use the DC for a check of the Aeon Guard's level, or a very hard check of a Sihedron Guard's level (*GM Core* 52).



SIHEDRON GUARD THUNDERSTRIKER

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### THE VESK WAR

In the Azlanti Star Empire, the current conflict with the Veskarium is simply called "the Vesk War," rather than the "Vesk-Azlanti War," reflecting the Empire's self-centered perspective. To win this war, the Imperial Fleet and Aeon Guard forces have begun to adapt Veskarium tactics and technologies—though they call these adaptations "improvements" and aim not only to defeat the Veskarium but to shame all vesk by showing their superior skill in warfare and weapons development.

AEON GUARD COMMANDER

**Items** tactical Aeon Guard armor (as tactical shotalashu armor; darkvision visor), advanced boom pistol (2 tactical batteries), advanced dueling sword, tactical frag grenades (2)

**AC** 24; **Fort** +13, **Ref** +11, **Will** +16

**HP** 115

**Reactive Strike** ↻ (page 209)

**Speed** 25 feet

**Melee** ❖ dueling sword +18 (analog, tracking +1, versatile P), **Damage** 2d8+7 slashing

**Ranged** ❖ boom pistol +16 (boost d6, expend 2, mag 20, range increment 40 feet, reload 1, tech, tracking +1), **Damage** 2d6+3 sonic

**Area Fire** ❖ frag grenade (10-foot burst, consumable, range 70 feet, tech, tracking +1), **Damage** 2d8 piercing (DC 25 basic Reflex save; 1d4 persistent bleed on critical failure)

**Lead the Charge** ❖❖ The commander Strides twice. If they end this movement within melee reach of at least one enemy, they can make a melee Strike against that enemy. The commander's allies gain a +1 circumstance bonus to attack the target of this Strike and ignore any cover the commander provides the target for 1 round.

**Rally the Troops** ❖❖ (auditory, concentrate, mental) The commander issues an order for their allies to regroup. All Aeon Guard allies within 120 feet of the commander can use a reaction to Stride up to their Speed. Any Aeon Guards who end their movement adjacent to another Aeon Guard gain 5 temporary Hit Points that last 1 minute, or double that number of temporary Hit Points if they end their movement adjacent to the commander. The commander can't Rally the Troops again for 1d4 rounds.

**Tactical Strike** ❖ (auditory, mental) **Frequency** once per round; **Effect** The commander calls out an enemy within 60 feet then makes a Strike against that enemy, dealing an additional 1d6 precision damage on a hit. If the Strike hits, the commander changes the tide of the battle, inspiring their allies to greater feats of military prowess. All Aeon Guard allies within 60 feet of the commander gain a +1 status bonus to attack and damage rolls until the beginning of the commander's next turn.

**Terrifying Takedown** ◆ (emotion, fear, mental) **Trigger** The commander reduces an enemy to 0 Hit Points or critically hits an enemy with a Strike; **Effect** The commander makes a gruesome spectacle of their brutal hit. They attempt an Intimidation check to Demoralize all enemies within 30 feet.

## SIHEDRON GUARD SPECIALIST

While all Aeon Guards swear an oath of allegiance to the Aeon Throne, Sihedron Guard specialists are conditioned from a young age to be utterly devoted to Lissala—and thus to high priest Ishmerai Ophir. Such is their devotion that, the first time they die each year, a brilliant display of green lightning forms the Sihedron symbol in the air above them, preventing their death and allowing them to continue to fight in Lissala's name. Whether this boon is granted by Ishmerai or a direct gift from Lissala is unknown, but no one dares to question a Sihedron Guard specialist's devotion or deadly skill.

### SIHEDRON GUARD SPECIALIST — CREATURE 11

MEDIUM | HUMAN | HUMANOID

**Perception** +19; darkvision

**Languages** Azlanti, Common, Vesk

**Skills** Acrobatics +21, Athletics +20, Computers +19, Intimidation +19, Lissala Lore +19, Religion +22, Stealth +21

**Str** +3, **Dex** +4, **Con** +2, **Int** +2, **Wis** +5, **Cha** +2

**Items** advanced aeon rifle (*cloudy blue rhomboid aeon stone*; commercial shock module; 2 tactical batteries), tactical battleglove, advanced electromag grenades (3), advanced Sihedron Guard armor (darkvision visor)

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**AC** 28; **Fort** +13, **Ref** +21, **Will** +15

**HP** 180

**Punishment For Failure** ↻ (divine) **Trigger** The Sihedron Guard specialist is reduced to 0 Hit Points and has used their Reward of Obedience reaction in the last year. A Sihedron Guard must use this ability when the trigger is met; **Effect** The Sihedron Guard specialist is utterly destroyed, leaving behind only equipment. Their soul can't be restored, and no magical means can contact their soul.

**Reward of Obedience** ↻ (divine) **Frequency** once per year; **Trigger** The Sihedron Guard specialist is reduced to 0 Hit Points, but not from an effect that leaves no remains (like the *promession* spell); **Effect** The Sihedron Guard specialist regains 5d8 Hit Points and doesn't fall prone or drop their equipment.

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**Speed** 25 feet

**Melee** ❖ battleglove +20 (agile, analog, free-hand, tracking +1), **Damage** 2d4+9 bludgeoning

**Ranged** ❖ aeon rifle +21 (aeon, caster, expend 1, mag 20, range increment 60 feet, reload 1, tech, tracking +1), **Damage** 2d8+4 fire plus 1d6 electricity

**Area Fire** ❖ electromag grenade (10-foot burst, consumable, electricity, range 70 feet, tech, tracking +1), **Damage** 3d8 electricity (DC 30 basic Reflex save; glitching 1 on critical failure)

**Divine Prepared Spells** DC 30, attack +22; **6th** *slice reality*, *spirit blast*; **5th** *shadow blast* (×2), *wave of warning*; **4th** *dispelling globe*, *divine wrath*, *weight of ages*; **Cantrips (6th)** *analyze target*, *detect magic*, *divine lance*, *recharge weapon*, *sigil*

**Battle Casting** ❖❖❖ The Sihedron Guard specialist makes a ranged Strike with their aeon rifle or a melee strike with their battleglove, then Casts a Spell requiring 2 actions or fewer against the same target. If the spell requires an attack roll, don't count the ranged or melee Strike toward the multiple attack penalty.

**Virtue in Service** A Sihedron Guard specialist who makes a Strike while adjacent to another member of the Sihedron Guard gains a +4 circumstance bonus to damage rolls for that attack.

## GEARED-UP AEON GUARDS

The Aeon and Sihedron Guards presented here are outfitted for generic engagements with typical enemies, such as Veskarium soldiers or rebels at the fringes of the empire. However, the Azlanti Star Empire has vast resources, and its forces can afford nearly any item suitable to the environment, terrain, or enemies they're dispatched to contend with. Use the following suggestions to customize Aeon and Sihedron Guards to suit the needs of your campaign. In general, when adding items and upgrades, it's best to use the creature building guidelines and the Safe Items table (*GM Core* 121) to avoid creating an imbalance in the amount of gear you award to the PCs when they encounter these guards.

- Replace the Aeon or Sihedron Guard's grenades (or other weapons) with an equal number of grenades of another type that's more suitable to their role, such as electromag grenades for Aeon Guards sent to suppress a robot uprising.
- Add environmental protection armor upgrades to the Aeon or Sihedron Guard's armor that are suitable to the area.
- Add augmentations such as gill sheaths or ultralight wings to allow the Aeon or Sihedron Guard to exist (and fight) more comfortably in a variety of environments. Because augmentations can't be removed and reinstalled, you can safely add augmentations to an enemy without unbalancing the encounter's rewards; just remember not to make the enemies too powerful!
- Give the Aeon or Sihedron Guard more consumable items to represent a specific combat role, such as hypopens, serums, and other medical items for a medic.

## ARCANE SPECIALISTS

The Sihedron Guard specialist presented here is a divine spellcaster who channels power from their deity, Lissala, but other Sihedron Guards train in the use of arcane magic. You can adjust the specialist stat block to have a more arcane focus by swapping the specialist's Intelligence and Wisdom attributes (adjusting other stats as appropriate), swapping Religion for Arcana, and changing their divine spells to arcane spells, such as the following.

**6th** *promession*, *wall of plasma*; **5th** *overload systems*, *shifting surge* (×2); **4th** *caustic conversion*, *supercharge weapon* (×2); **Cantrips (6th)** *analyze target*, *detect magic*, *ignition*, *injury echo*, *recharge weapon*

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### NOQUAL COCOONS

Despite its glassy appearance, an akata's cocoon is made of a rare starmetal known as noqual. Noqual is as hard as iron and has many applications in modern manufacturing since it's easy to work with, resistant to magic, and lightweight. Unfortunately, the noqual that forms an akata's cocoon is too low quality for most engineering projects, but it sometimes finds a home with collectors or museums instead.

# AKATA

Few creatures inspire more dread in isolated explorers and lonely space stations than the breathless, leonine akatas, which infest creatures with parasites to transform them into ravenous void zombies.

## AKATA

An akata's toothy maw, glowing yellow eyes, and lashing twin tails mark it as a silent predator. Their slinking, hairless blue flesh spreads out into a mane of rubbery tentacles. Despite lacking ears, these quadrupeds stalk prey with an enhanced sight and sense of smell. Akatas typically stand at about 3-1/2 feet tall and weigh 400 pounds.

In times of scarcity, akatas ooze noqual from their pores and spin pale green crystalline cocoons capable of holding them in stasis for centuries. They can even use their cocoons to traverse space and find new hosts for their larvae. When a host dies from this infestation, known as void death, the strongest offspring animates the cadaver as a void zombie. Fiercely territorial, they hunt in colonies that are capable of bringing a settlement to its knees within weeks.

### AKATA CREATURE 1

MEDIUM ABERRATION

**Perception** +6; darkvision, no hearing, scent (imprecise) 30 feet

**Skills** Acrobatics +7, Athletics +7, Stealth +7

**Str** +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

**Hibernation** An akata can secrete resin that encases it safely in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a BT of 18. It has resistance 5 to damage from magical sources. While ensconced within this cocoon, the akata can't be harmed, doesn't need to eat or drink, and gains lifesense 30 feet (page 209). During its hibernation, the akata remains dormant until exposed to extreme heat or it senses a living creature. It can then break free of its cocoon within 1d4 minutes.

**No Hearing** Akatas are immune to auditory effects, automatically critically fail Perception checks that require it to hear, and take a –2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on its other senses.

**AC** 16; **Fort** +9, **Ref** +5, **Will** +6

**HP** 15; **Immunities** disease; **Weaknesses** salt water 5; **Resistances** fire 5, poison 5

**No Breath** (page 209)

**Salt Water Vulnerability** Salt water attacks an akata's cells and acts as a potent acid. If the akata is fully immersed in salt water, it takes 4d6 acid damage from the water immediately and at the end of each of its turns as long as it remains immersed. Its weakness to salt water applies to this damage.

**Speed** 30 feet, climb 15 feet

**Melee** ❖ jaws +9 (agile), **Damage** 1d6+4 piercing plus void death

**Void Death** (disease) An akata implants microscopic larvae into any creature it bites, but only Small or Medium humanoids make suitable hosts; all other creatures are sickened 1 at Stage 2 and further instead; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** drained 2 and fatigued (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead and corpse rises as a void zombie (page 13) in 2d4 hours

AKATA

## VOID ZOMBIE

When an akata bites a humanoid, it infests them with microscopic, parasitic larvae. Those who perish from this parasitization, a condition known as void death, rise again as void zombies. While they resemble a typical rotting corpse, an elongated bluish-gray feeding tendril extends from their shattered lower jaw. When the immature akata within the body senses potential prey, this tendril often undulates and writhes with nauseating eagerness.

Once the host body dies, the larvae feed on each other until the strongest makes its way to the victim's brain. After several hours of rapid gestation, it attaches to the brain and infuses it with a mote of necromantic energy. This process leaves the larva ravenous, driving it to consume the blood of living creatures. Void zombies tend to last several weeks as the larva grows, but eventually its host compels it to seek out a safe, secluded place where it can disgorge the larva for one last surge of growth before the host body goes inert. Several hours later, a fully formed akata emerges from the frothing puddle, typically consuming the corpse as its first meal.

In general, akatas leave void zombies alone, and the larval parasites attempt to spread out to avoid competing for food. In a confined and undisturbed space, void zombies stand completely still to conserve energy. The juvenile akatas within become dormant and feed on the host body's tissue until they either reach maturity or sense a viable food source. Given the void zombie's relatively short existence, those who stumble upon a previous attack might find the void zombies already devoured or discarded and an eerie colony of silent, glassy cocoons full of ravenous hibernating akatas instead.

Void zombies tend to ignore other undead, but they become inexplicably aggressive when confronted with other creatures that are infested by parasites or otherwise controlled or influenced by external forces. Many have tried experimenting with void zombie behavior by forcing them to confront, for example, a rendworm host or a creature under the thrall of a spellcaster. Most such experiments end inconclusively at best, and many have ended in disaster.

### PHILOSOPHICAL NECROMANCY

The animation process for a void zombie doesn't harm the soul or prevent it from receiving Pharasma's judgment. Since the creation of a void zombie host is part of an akata's natural life cycle, it's a frequent topic for practicing philosophical debate within her faith. Officially, void zombies and akatas must be destroyed, which is a rare point of agreement between some Eoxians and the church of Pharasma.

### VOID ZOMBIE — CREATURE 1

UNCOMMON | MEDIUM | UNDEAD

**Perception** +3; darkvision
**Skills** Athletics +6
**Str** +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –2

**AC** 13; **Fort** +7, **Ref** +3, **Will** +5
**HP** 26, void healing (page 210); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** salt water 5, slashing 2
**Salt Water Vulnerability** Salt water quickly attacks a larval akata's cells as a strong acid. If the void zombie is fully immersed in salt water, it takes 4d6 acid damage from the water immediately and at the end of each of its turns as long as it remains immersed. Its weakness to salt water applies to this damage. On any round in which the void zombie takes damage due to its salt water weakness, the larval akata withdraws to hide within the host's body and renders the void zombie slowed 1.

**Speed** 25 feet
**Melee** ❖ fist +8, **Damage** 1d6+3 bludgeoning
**Melee** ❖ feeding tendril +6 (agile), **Damage** 1d4+3 piercing
**Feed on Blood** ❖ **Requirements** The void zombie's previous action was a successful feeding tendril Strike against a living creature; **Effect** The void zombie drains blood from the required creature using its feeding tendril. The void zombie regains 4 Hit Points, and the creature is drained 1 until it receives healing of any kind or amount.

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### ALGHOLLTHU SHELLS

Algholltlhus believe physical combat to be beneath them, preferring to remotely pilot biotech war machines specially bred for this purpose. Algholltlhus bond to their first remote war machine after adolescence, gradually learning to control more powerful shells as they develop their minds and strengthen their innate nanite systems. Only the most powerful algholltlhus can control multiple remote war machines simultaneously.

## ALGHOLLTHU

Long ago, this species of aquatic occultists departed Lost Golarion toward distant stars. Algholltlhus psychically manipulated other creatures in eras past in a long experiment that ultimately failed. They embraced nanotechnology to adapt their bodies for interstellar travel and sailed into the void of space inside living ships. Algholltlhus learned to use their nanites to control biotech remote war machines, or shells, as surrogate bodies. They rarely puppet other thinking creatures when they're in need of a host body, and many modern algholltlhus consider doing so anathema.

Algholltlhu societies are hierarchal and fiercely competitive. In theory, anyone can rise to a position of power, but getting there is a struggle. Larvae fight for social standing almost from birth. When algholltlhus duel, the winner absorbs the loser's nanites, empowering them and leaving their defeated foe a sad husk fit only for toil and service. Most algholltlhus eventually become fodder for more powerful individuals. The few who thrive become voidsages. Voidsages and their inglorious attendants follow powerful omnipaths, eventually vying for the apex position when their leader grows too careless or complacent to cow the others. Algholltlhu leaders feud constantly, uniting only for the purposes of hunting and killing divine beings.

### VOIDSAGE

Voidsages are algholltlhus who survived the battles of youth with an intact nanite network. After consuming many of their peers' own nanites, a voidsage's network grows strong enough to control a remote war machine.

VOIDSAGE

**VOIDSAGE** **CREATURE 8**

UNCOMMON | HUGE | ABERRATION | COSMIC | VOID

**Perception** +16; darkvision

**Languages** Aklo, Algholltlhu, Common

**Skills** Athletics +15, Deception +17, Intimidation +15, Lore +19 (any one subcategory), Occultism +19, Piloting +20, Society +17, Stealth +18

**Str** +3, **Dex** +6, **Con** +2, **Int** +7, **Wis** +2, **Cha** +5

**Nanite Projection** A voidsage can share the senses and read the surface thoughts of creatures affected by their quantum nanites. A voidsage can project its mind into just one creature at a time, and choose which affected creature is the focus of its nanite projection as a single action, which has the concentrate trait. The creature also takes a –1 circumstance penalty to Will saves against any of the voidsage's spells as long as it's the focus of the voidsage's nanite projection.

**AC** 26; **Fort** +12, **Ref** +16, **Will** +18

**HP** 117

**Nanite Network** (aura, disease) 5 feet. A voidsage exudes a cloud of nanites. A creature entering the aura or starting its turn in the aura is exposed to quantum nanites.

**Revert** ↷ **Frequency** once per hour; **Trigger** The voidsage takes damage while projecting; **Effect** The voidsage stops projecting and gains 50 temporary Hit Points that last for 10 minutes.

**Speed** 10 feet, fly 60 feet

**Melee** ❖ tentacle +19 (agile, finesse, magical, reach 15 feet), **Damage** 2d10+6 bludgeoning plus quantum nanites

**Ranged** ❖ thought ray +19 (mental, range increment 60 feet), **Damage** 2d10+7 mental

**Occult Innate Spells** DC 26, attack +18; **4th** *eldritch wrath*; **3rd** *hypnotize* (at will), *mind reading* (at will), *void whispers*; **2nd** *logic bomb* (×2), *skim data* (at will); **1st** *Akashic download*, *delete* (at will), *mind skewer*; **Cantrips (4th)** *analyze target*, *eldritch lance*, *implant data*

**Quantum Nanites** (disease, occult, tech) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 1 day; **Stage 1** sickened 2 (1 day); **Stage 2** sickened 3 (1 day); **Stage 3** sickened 4 and paralyzed (1 day)

## OMNIPATH

Omnipaths are military leaders who pilot god-killing starships or command fleets of remote war machines. Omnipaths achieve their lofty positions through ambition and have few scruples, never hesitating to control other beings when it suits their schemes. Minds touched by an omnipath often lose important memories when released or, worse, glimpse shards of the omnipath's alien mindscape that linger long after the connection is severed.

### OMNIPATH CREATURE 18

UNCOMMON HUGE ABERRATION COSMIC VOID

**Perception** +30; darkvision

**Languages** Aklo, Alghollthu, Common; nanite mesh

**Skills** Athletics +25, Deception +34, Diplomacy +32, Intimidation +34, Lore (any one subcategory) +37, Occultism +37, Piloting +32, Warfare Lore +37

**Str** +5, **Dex** +6, **Con** +5, **Int** +9, **Wis** +8, **Cha** +10

**Nanite Mesh** An omnipath maintains a bond with up to 20 other willing creatures. Creatures in the mesh always know the general distance and direction toward other bonded creatures, any conditions affecting them, and if they're unconscious, dying, or dead. These creatures can communicate telepathically while on the same plane and can Recall Knowledge using the highest relevant skill modifier of any creature in the mesh. An omnipath can target any creature in its mesh with a mental spell from any distance as long as they can telepathically communicate with it, and any of these spells with the incapacitation trait lose that trait while targeting a creature in the omnipath's mesh.

**Nanite Projection** As voidsage, but affecting any creature in the nanite mesh.

**AC** 42; **Fort** +26, **Ref** +32, **Will** +36

**HP** 245; **Immunities** mental; **Resistances** cold 15, electricity 20

**Nanite Network** (aura, tech) 30 feet. An omnipath exudes a cloud of nanites. Creatures in the aura take a –3 status penalty to saving throws against the omnipath's spells and its Merge Minds ability.

**Revert** ↻ As voidsage, but 100 temporary Hit Points.

**Speed** 10 feet, fly 60 feet

**Melee** ❖ triple jaw +33 (magical, reach 10 feet), **Damage** 4d12+7 piercing plus quantum nanites

**Melee** ❖ tail +33 (agile, reach 15 feet), **Damage** 3d12+7 bludgeoning

**Ranged** ❖ thought barrage +34 (mental, range increment 120 feet), **Damage** 10d6 mental

**Occult Innate Spells** DC 40, attack +32; **9th** *telekinetic tantrum* (×2); **8th** *Akashic revival*, *disappearance*, *phantasmal fleet*; **7th** *interplanar teleport*, *warp mind*; **6th** *dominate* (×3), *telekinetic strangulation*, *x-ray vision*; **5th** *control machine*, *overload systems*; **4th** *eldritch wrath* (×2), *weight of ages*; **3rd** *void whispers* (×3), **2nd** *logic bomb*, *skim data* (at will); **1st** *Akashic download*, *delete* (at will), *mind skewer*; **Cantrips (9th)** *analyze target*, *implant data*

**Merge Minds** ❖ (incapacitation, mental, occult) The omnipath forces an unwilling creature within 500 feet to join their nanite mesh. The creature attempts a DC 33 Will save.

**Success** The creature is unaffected.

**Failure** The creature joins the nanite mesh for 10 minutes.

**Critical Failure** The creature joins the nanite mesh for 24 hours.

**Quantum Nanites** (disease, occult, tech) As voidsage, but DC 33.

**Release the Nanites** ❖ The omnipath severs a creature from their nanite mesh. The creature must attempt a DC 33 Will save. On a failure, the target is stupefied 2 for 1 round, and the memory of any time spent while inside the nanite mesh is permanently erased; on a critical failure, the target is also confused for 1 round.

## SOVEREIGNS

A generation ago, a contingent of omnipaths, void sages, and their myriad attendants departed in massive biotech vessels, crusading against the godlike eldritch beings that lurk in the darkest reaches of space. Only a few returned, having transformed their decimated fleet into god-killing weapons. These self-proclaimed Sovereigns promise to unite feuding alghollthu factions in a great war to end the divine menace.

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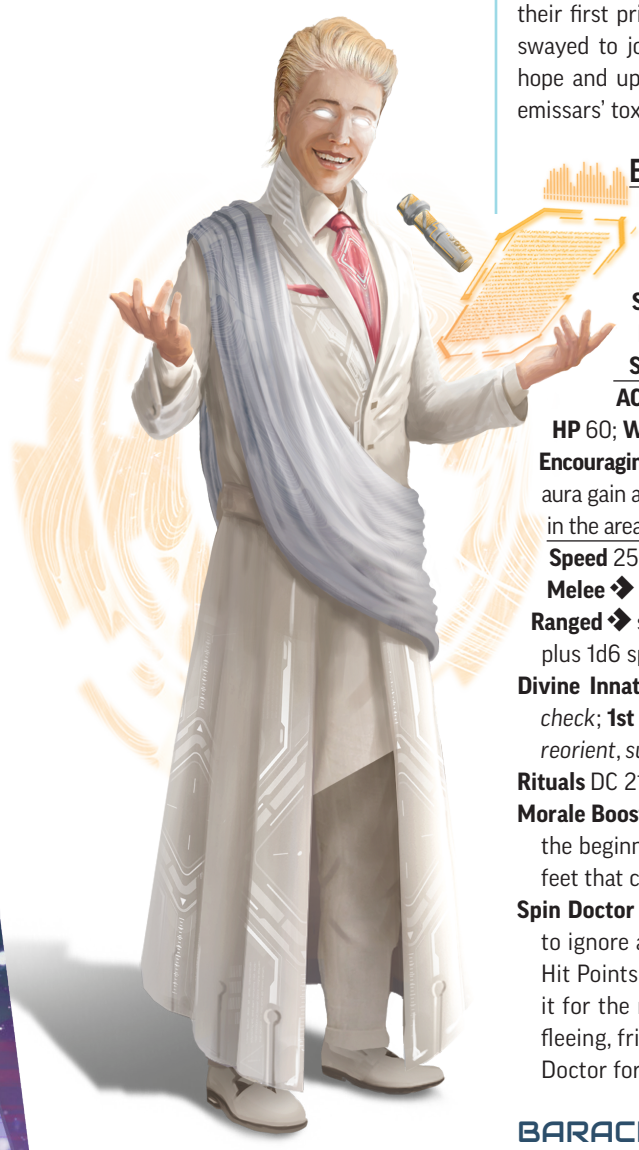
### ANGELIC PROPAGANDA

In this age of rapid communication and technology, battles are fought with more than one type of weapon. Emissars are responsible for spreading their relentlessly upbeat attitude among their allies, persuading enemies to join their causes and putting a hopeful spin on even dire news.



EMISSAR ANGEL

## ANGEL

While many angels in modern times ascended from mortal souls across the cosmos, these celestial beings were among the first creatures to exist in all the cosmos. Warriors and messengers of the gods, they're utterly devoted to their cause, whether that be destroying evil or spreading a deity's message across the galaxy.

### EMISSAR ANGEL

Emissars, or propaganda angels, are a divine embodiment of radical hope and the celestial answer to information warfare. Some emissars spring from the sainted souls of revolutionary leaders or celebrities who used their platforms to help people in life, having been transformed into a celestial in their afterlife. Others spontaneously form out of the condensed faith and desires of a movement or ideal.

Emissar angels take on the role of celestial spin doctors and political organizers, inspiring their allies to rally together and keep pushing toward a goal even when defeat seems inevitable. Emissars often support mortal causes that align with their own beliefs and goals, and while they always hope to change hearts with an inspiring speech or an act of radical kindness, emissars aren't afraid to fight for what they believe in—no matter the cost to themselves. As soon as a battle ends, their first priority is caring for their allies and saving any enemies who might be swayed to join the cause. While their allies usually appreciate their unshakable hope and upbeat attitude, their opponents resent what can be construed as the emissars' toxic positivity and comforting lies.

**EMISSAR ANGEL** **CREATURE 4**

MEDIUM ANGEL CELESTIAL HOLY

**Perception** +11; darkvision

**Languages** Common, Diabolic, Empyrean

**Skills** Computers +8, Deception +10, Diplomacy +15, Performance +14, Religion +11

**Str** +3, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4

**AC** 20; **Fort** +8, **Ref** +11, **Will** +14; +1 status bonus vs. emotion and mental

**HP** 60; **Weaknesses** unholy 4

**Encouraging Hope** (aura, divine, emotion, mental) 30 feet. Allies within the angel's aura gain a +1 status bonus to all saves against emotion and mental effects. Enemies in the area take a –1 status penalty to all saves against emotion and mental effects.

**Speed** 25 feet, fly 40 feet

**Melee** ❖ fist +14 (agile, finesse, holy, magical), **Damage** 2d8+3 bludgeoning

**Ranged** ❖ shout +14 (holy, magical, range increment 60 feet), **Damage** 2d10 sonic plus 1d6 spirit

**Divine Innate Spells** DC 21, attack +13; **2nd** *detect thoughts*, *doom scroll*, *vibe check*; **1st** *heal*, *motivating ringtone* (×2); **Cantrips (2nd)** *analyze target*, *message*, *reorient*, *summon instrument*

**Rituals** DC 21; *angelic messenger* (page 214)

**Morale Boost** ❖ The emissar angel urges their allies to hustle for the cause. Until the beginning of the emissar's next turn, the emissar and their allies within 100 feet that can sense the angel gain a +5-foot status bonus to their Speeds.

**Spin Doctor** ❖ (healing, mental) The emissar commands an ally within 30 feet to ignore a harmful effect and keep fighting. The target gains 2d10 temporary Hit Points for 1 minute and suppresses one condition that's currently affecting it for the next 1d4 rounds, chosen from the following list: confused, fatigued, fleeing, frightened, or stupefied. The target is then temporarily immune to Spin Doctor for 1 hour.

### BARACHIUS ANGEL

Barachius angels are imposing, helmed figures with glowing wings made of digital circuitry. They monitor the development of technology to prevent it from being

used for malevolent purposes. Toward this divine end, their armaments have been blessed with holy energy. They can produce a retractable data blade that extends from their hand and that can be used to interface universally with computer terminals and data ports on robots.

Barachius angels serve as divine vanquishers to benevolent gods—purging technology across the Universe deemed to be twisted or evil. Their philosophies on what constitutes evil can be unclear, as these angels might hunt down an individual malfunctioning robot yet leave nuclear missile silos untouched.

## BARACHIUS ANGEL CREATURE 7

MEDIUM ANGEL CELESTIAL HOLY

**Perception** +18; darkvision
**Languages** Empyrean; *truespeech*
**Skills** Athletics +15, Computers +20, Diplomacy +11, Intimidation +13, Religion +17
**Str** +2, **Dex** +4, **Con** +2, **Int** +4, **Wis** +0, **Cha** +1
**Items** advanced dueling sword, advanced laser rifle

**AC** 24; **Fort** +15, **Ref** +12, **Will** +17
**HP** 113; **Immunities** electricity; **Weaknesses** unholy 10; **Resistances** fire 10
**Divine Firewall** (aura, divine) 20 feet. All creatures within the angel's aura gain a +1 status bonus to their AC and saving throws against attacks and effects from creatures and hazards with the unholy trait.

**Speed** 25 feet, fly 60 feet
**Melee** ❖ dueling sword +16 (analog, holy, magical, tracking +1, versatile P), **Damage** 2d8+2 slashing plus 1d8 spirit
**Melee** ❖ digital dagger +18 (agile, finesse, holy, magical); **Damage** 2d4+2 piercing plus 1d8 spirit
**Ranged** ❖ laser rifle +18 (holy, magical, tech, tracking +1, range increment 100 feet), **Damage** 2d8 fire plus 1d8 spirit
**Divine Innate Spells** DC 25, attack +17; **7th** *interplanar teleport* (self only); **4th** *eldritch wrath*; **3rd** *holographic memory*, *share pain*; **2nd** *doom scroll*, *soul surge*; **Cantrips (6th)** *analyze target*, *ricochet*; **Constant (5th)** *truespeech*
**Rituals** DC 25; *angelic messenger* (page 214)
**Angelic Override** ❖❖ (divine, incapacitation) The barachius makes a digital dagger Strike against an adjacent creature or item that has the tech trait. On a hit, the target must attempt a DC 25 Will saving throw as the angel's holy influence attempts to seize control over it. A target with the holy trait use the outcome one degree of success better than the result of its roll, while one with the unholy trait uses the outcome one degree of success worse than the result of its roll.
**Critical Success** The target is unaffected.
**Success** The target's vision is filled with holy sigils and code, giving it the dazzled condition until the end of its next turn.
**Failure** As success, and the target is also stunned 1.
**Critical Failure** The target's core processes are seized by the angel, giving the target the controlled condition for 1 minute. While the target is controlled by the barachius, the angel can also use any of their spells as if it originated from the target rather than the angel. The target can attempt a new saving throw at the end of each of its turns to end the controlled condition.
**Holy Arms** In the hands of a barachius angel, all weapons gain the holy and magical traits and are powered by divine will, negating the need for batteries or ammunition.

BARACHIUS ANGEL

## BARACHIUS HELM

The magnificent helmet worn by a barachius angel is an extension of their body and can't be taken by force without utterly killing the angel. Those few mortal champions who earn the barachius's respect are sometimes gifted a digital copy of the angel's helm, which are rumored to possess some of their celestial power.

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### ANIMATING OBJECTS

Most animated objects encountered by adventurers are permanently ambulatory creatures given life through arcane rituals, holy energy, or haunting influences. Sometimes, however, creatures with telekinetic energy are able to move objects in ways such that they appear to be animated objects.

# ANIMATED OBJECT

Objects can be animated in multiple ways for a variety of functions. Since ancient times, weapons and armor have been given life as guardians and sentries through magic or ritual.

## ANIMATED FIREARM

Animated firearms make for great training aids but can just as easily defend goods and possessions from intruders or serve as hidden sentries.

### ANIMATED FIREARM — CREATURE 1

TINY | CONSTRUCT | MINDLESS | TECH

**Perception** +7; darkvision

**Skills** Acrobatics +6, Stealth +8

**Str** +0, **Dex** +4, **Con** +0, **Int** –5, **Wis** +3, **Cha** +0

**AC** 16; **Fort** +5, **Ref** +7, **Will** +6

**HP** 15; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Unreliable Tech** Once an animated firearm is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, it becomes permanently glitching 1 until its Hit Points are fully restored (such as by being Repaired).

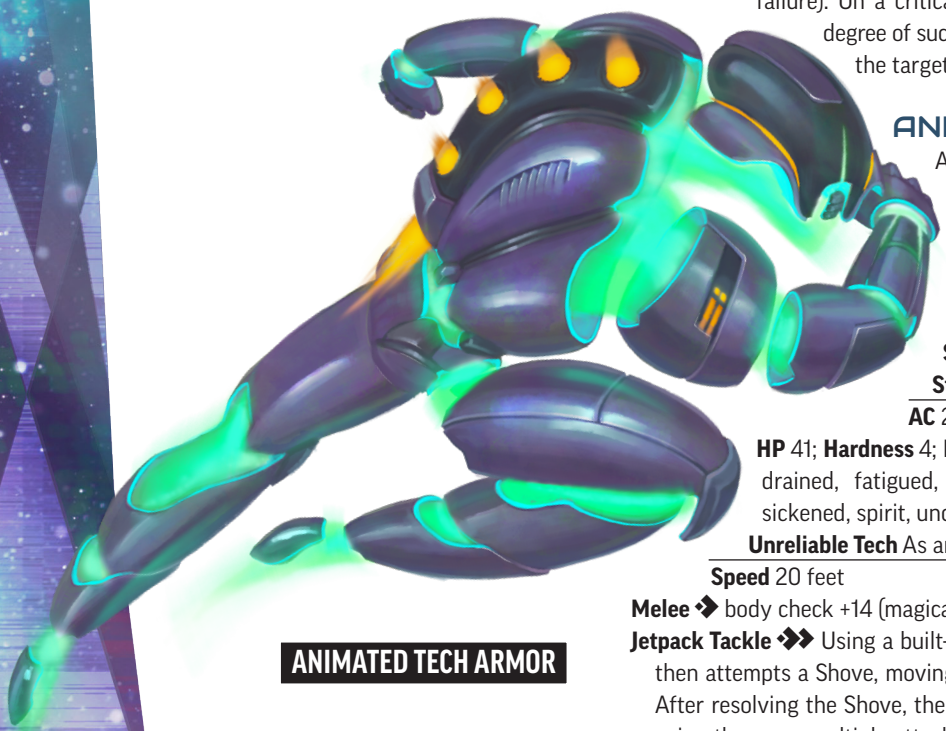
**Weapon Mode** In the hands of its creator, an animated firearm is a commercial laser pistol. The creator can Interact to release the firearm into an adjacent space to act on its own, or to retrieve it from an adjacent space and use it as a weapon.

**Speed** 5 feet (hover; page 209), fly 20 feet

**Ranged** ❖ laser pistol +9 (magical, range increment 40 feet), **Damage** 1d6 fire plus 1 persistent fire damage

**Ranged** ❖ stun gun +9 (magical, nonlethal, range increment 30 feet), **Damage** 1d6 electricity plus stun

**Stun** A creature that takes damage from the animated firearm's stun gun must succeed at a DC 15 Fortitude save or become stunned 1 (stunned 2 on a critical failure). On a critical hit, the target creature uses the outcome one degree of success worse than the result of its roll. On a success, the target is immune to stun for 1 minute.



ANIMATED TECH ARMOR

## ANIMATED TECH ARMOR

Animated suits of tech armor excel as loyal bodyguards, training dummies, or security.

### ANIMATED TECH ARMOR — CREATURE 4

MEDIUM | CONSTRUCT | MINDLESS | TECH

**Perception** +10; darkvision

**Skills** Athletics +12

**Str** +4, **Dex** +1, **Con** +4, **Int** –5, **Wis** +3, **Cha** +0

**AC** 21; **Fort** +14, **Ref** +8, **Will** +6

**HP** 41; **Hardness** 4; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Unreliable Tech** As animated firearm.

**Speed** 20 feet

**Melee** ❖ body check +14 (magical), **Damage** 2d8+4 bludgeoning

**Jetpack Tackle** ❖❖ Using a built-in thruster pack, the animated armor Strides and then attempts a Shove, moving with the target on a success or critical success. After resolving the Shove, the animated tech armor attempts to Trip the target using the same multiple attack penalty as the Shove. The animated armor then falls prone.

# APARI

An apari is a living hive beholden to its beetle-like queen, whose massive carapace houses generations of its insect brood. Millions of constituents across various developmental stages animate the exoskeleton of a single apari. At the direction of their queen's chemical signals, individual constituents, most no larger than a grain of rice, adapt to the hive's current needs, assuming diverse forms to fulfill specialized roles and supporting its gestalt biological functions.

Once introduced within an ecosystem, an apari asserts itself rapidly. Winged constituents forage for food as the hive itself hunts living prey, tearing its victims open with sharp claws while grub-like constituents writhe into fresh wounds and consume the prey from within. When an apari is threatened, combat-ready drones selflessly rush to defend the hive or to cover its escape.

## APARI CREATURE 7

LARGE ANIMAL

**Perception** +15; darkvision

**Skills** Athletics +15, Intimidation +11, Stealth +11, Survival +15

**Str** +4, **Dex** +2, **Con** +6, **Int** –4, **Wis** +0, **Cha** +0

**AC** 24 (20 with broken carapace); carapace; **Fort** +19, **Ref** +16, **Will** +11

**HP** 140; **Hardness** 10; **Immunities** paralyzed, sickened, swarm mind (page 210), unconscious

**Carapace** The apari's carapace has Hardness 10, reducing any damage the apari takes by that amount. Once the apari is reduced to fewer than half its Hit Points, or immediately upon taking damage from a critical hit, the carapace breaks, removing the Hardness and reducing its AC to 20. An apari with a broken carapace gains resistance 5 to precision damage and weakness 5 to both area damage and splash damage. It also gains the following aura.

**Swarming Bites** (aura) 10 feet. The constituents of an apari with a broken carapace angrily swarm around its body. A creature that begins its turn in this aura takes 4d6 piercing damage with a DC 21 basic Fortitude save. A creature that fails this save is also sickened 1 (or sickened 2 on a critical failure).

**Speed** 25 feet, burrow 10 feet

**Melee** ❖ claw +18 (reach 10 feet), **Damage** 2d6+7 slashing plus 1d10 persistent slashing

**Ranged** ❖ spike +16 (propulsive, range increment 30 feet), **Damage** 2d10+5 piercing

**Constituent Sortie** ❖❖ **Requirements** The apari's carapace isn't broken; **Effect** The apari releases a bevy of tiny, flying constituents in a 15-foot cone that sting all within. Each creature in the area takes 4d6 piercing damage with a DC 21 basic Reflex save.

**Foraging Constituents** ❖ The apari Seeks by dispersing constituents to scan a wide area, attempting to find hidden or undetected creatures within 90 feet.

**Fungible** ❖ (morph) **Effect** The apari's constituents can change their physiology, taking advantage of an opponent's weakness. The apari alters the type of damage it deals with its claw attack (which also affects the type of persistent damage), its Constituent Sortie ability, or its swarming bites aura, choosing from the following: bludgeoning, piercing, or slashing.

## APARI POPULATIONS

The highest concentration of aparis in the Pact Worlds can be found on the rocky moon of Nchak, which orbits Liavara. These aparis survive easily in the thin atmosphere and treat the other insect species that inhabit the moon as prey, including the many sapient insectile ancestries who have both lived there for centuries or emigrated there since the moon became a religious mecca for those who worship Hylax.

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### CONSERVATION EFFORTS

Dwindling arabuk populations on Akiton receive the attention of the Ice Clans, who have traditionally managed the wild herds. Selecting well-matched pairs of arabuks for breeding efforts requires tracking individuals, analyzing genetic samples, and finding capable—or foolhardy—assistants to capture them.

## ARABUK

Those traveling through Akiton's Winterlands risk stumbling on its apex predator: the carnivorous arabuk.

### YEARLING ARABUK

Yearling arabuks collect in glarings. They're abandoned by their mothers days after birth, then adopted by a mature arabuk that raises them as a group.

**YEARLING ARABUK** **CREATURE 3**

MEDIUM ANIMAL

**Perception** +12; darkvision 60 feet, snow vision

**Skills** Acrobatics +8, Athletics +9, Stealth +8

**Str** +4, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

**Snow Vision** Snow doesn't impair a yearling arabuk's vision; it ignores concealment from snowfall.

**AC** 19; **Fort** +9, **Ref** +12, **Will** +6

**HP** 40; **Resistances** cold 6, sonic 3

**Speed** 25 feet

**Melee** ❖ jaws +11, **Damage** 1d6+4 piercing plus Grab (page 209)

**Melee** ❖ antlers +11, **Damage** 1d4+4 bludgeoning plus 1d4 sonic

**Area Fire** ❖❖ antler reverberation (30-foot cone, sonic), **Damage** 2d6 sonic (DC 20 basic Reflex save)

**Glacial Stride** ❖❖ The arabuk Strides twice with a +10-foot circumstance bonus to Speed, ignoring difficult terrain caused by ice, snow, or other arctic conditions.

### ARABUK

Arabuks take 3 years to reach maturity. Each year that an arabuk lives, its antlers grow more impressive, sometimes reaching lengths greater than 15 feet.

**ARABUK** **CREATURE 8**

LARGE ANIMAL

**Perception** +17; darkvision 60 feet, snow vision

**Skills** Acrobatics +14, Athletics +18, Stealth +16, Survival +14

**Str** +6, **Dex** +4, **Con** +3, **Int** –4, **Wis** +3, **Cha** +0

**Snow Vision** As yearling arabuk.

**AC** 27; **Fort** +15, **Ref** +18, **Will** +13

**HP** 125; **Immunities** cold; **Resistances** sonic 10

**Speed** 40 feet

**Melee** ❖ jaws +20, **Damage** 2d8+6 piercing plus Grab (page 209)

**Melee** ❖ antlers +20 (reach 10 feet), **Damage** 1d8+6 bludgeoning plus 1d6 sonic

**Area Fire** ❖❖ antler reverberation (60-foot cone, sonic), **Damage** 2d8 sonic (DC 26 basic Reflex save) plus avalanche

**Avalanche** A non-arabuk creature standing on snow that fails its Reflex save against an arabuk's antler reverberation is knocked prone. Up to a 20-foot cube of snow in the area of an antler reverberation collapses, dealing 5d6 bludgeoning damage to adjacent creatures (DC 24 basic Reflex save). On a slope, this causes the snow and any creatures that fail its save to move downhill 30 feet per round. At the start of its turn, each creature caught in the avalanche takes 3d6 bludgeoning damage (DC 24 basic Reflex save) and, on a failure, is still caught in the avalanche.

**Clatter** ❖ The arabuk clatters its antlers together by shaking its head. Until the end of its turn, any creature hit by its antlers must succeed at a DC 22 Fortitude save or become stunned 1 (stunned 2 on a critical failure).

**Glacial Stride** ❖❖ As yearling arabuk.

ARABUK

# ARQSHETH [CANNON ARCHON]

Believed to have once taken the shape of ballista-sized arbalests, arqsheths are living cannons who line the walls of Heaven to defend it against fiends. They often make themselves known to pure-hearted mortals who are either in the path of an imminent fiendish incursion or else struggling to vanquish a vile foe. They can be obsessively goal oriented and have been known to abandon a stalwart ally to pursue a fiend rather than delay the fight against their target.

Once an arqsheth destroys the object of their pursuit or determines that their wielder no longer needs their aid, they typically return to Heaven, but rare circumstances sometimes lead an arqsheth to remain in the Universe for an extended time. These arqsheths might find themselves embarking on long journeys with a loyal starship crew, standing guard over a seemingly abandoned planet, or taking up a post near a Drift beacon. They never reveal their motivation for remaining, and some suspect that arqsheths have a sort of sixth sense that warns of potential threats and leads them to take up such posts.

## ARQSHETH CREATURE 9

LARGE ARCHON CELESTIAL HOLY

**Perception** +21; darkvision

**Languages** Diabolic, Draconic, Empyrean, Utopian; *truespeech*

**Skills** Acrobatics +21, Diplomacy +19, Intimidation +19, Religion +20, Survival +20

**Str** +3, **Dex** +6, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

**AC** 26; **Fort** +19, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

**HP** 160; **Immunities** fear; **Weaknesses** unholy 10; **Resistances** fire 10

**Armament of the Archons** A single creature can wield an adjacent willing arqsheth as a free action as long as it has two free hands. Once wielded by another creature, an arqsheth can't be wielded by a different creature until the start of the arqsheth's next turn. While wielded as a weapon, an arqsheth counts as a martial ranged weapon that deals 2d10 fire damage; is in the laser group; has a range increment of 40 feet; and has the analog, holy, and tracking +2 traits. Strikes made with this weapon deal an extra 1d10 spirit damage. They don't require ammunition and have no Bulk, as they support their own weight.

**Archon's Protection** ↻ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 15 to all damage against the triggering damage, and the archon can make a Strike against the enemy. This Strike doesn't count toward the archon's multiple attack penalty, and their multiple attack penalty doesn't apply to this Strike.

**Speed** fly 40 feet

**Ranged** ❖ searing laser +21 (analog, divine, holy, range increment 40 feet), **Damage** 2d10+6 fire plus 1d10 spirit

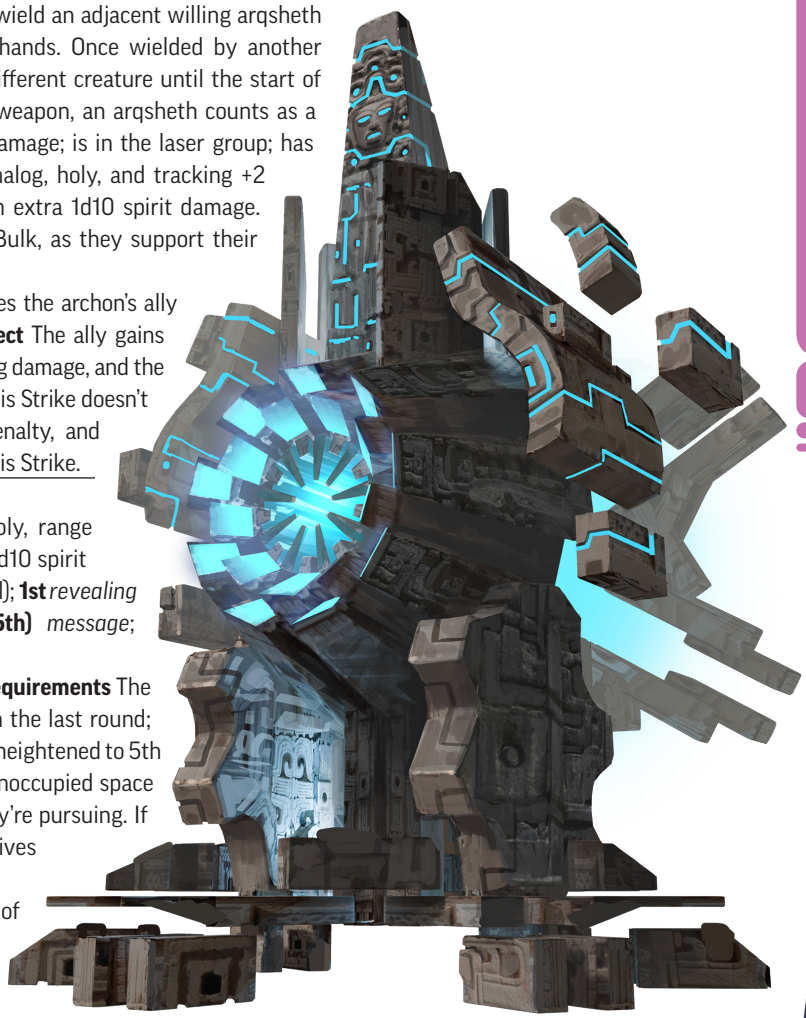
**Divine Innate Spells** DC 25; **4th** *translocate* (at will); **1st** *revealing light* (×3), *sure strike* (at will); **Cantrips (5th)** *message*; **Constant (5th)** *truespeech*

**Archon's Pursuit** ❖❖ **Frequency** once per day; **Requirements** The arqsheth saw another creature teleport within the last round; **Effect** The arqsheth casts *translocate*, which is heightened to 5th rank and causes the arqsheth to arrive in an unoccupied space they choose within 30 feet of the creature they're pursuing. If the creature is too far away, the arqsheth arrives as close as possible.

**Righteous Cannon** An arqsheth can be the target of spells that can target a ranged weapon, such as *supercharge weapon*, while wielded by another creature.

### ARCHON MECH CANNONS

Despite the large size of these archons, their ability to support their own weight makes them effective weapons even in the hands of smaller allies. There are reports of even more powerful archons akin to arqsheths who are so massive they can be wielded only by mechs.



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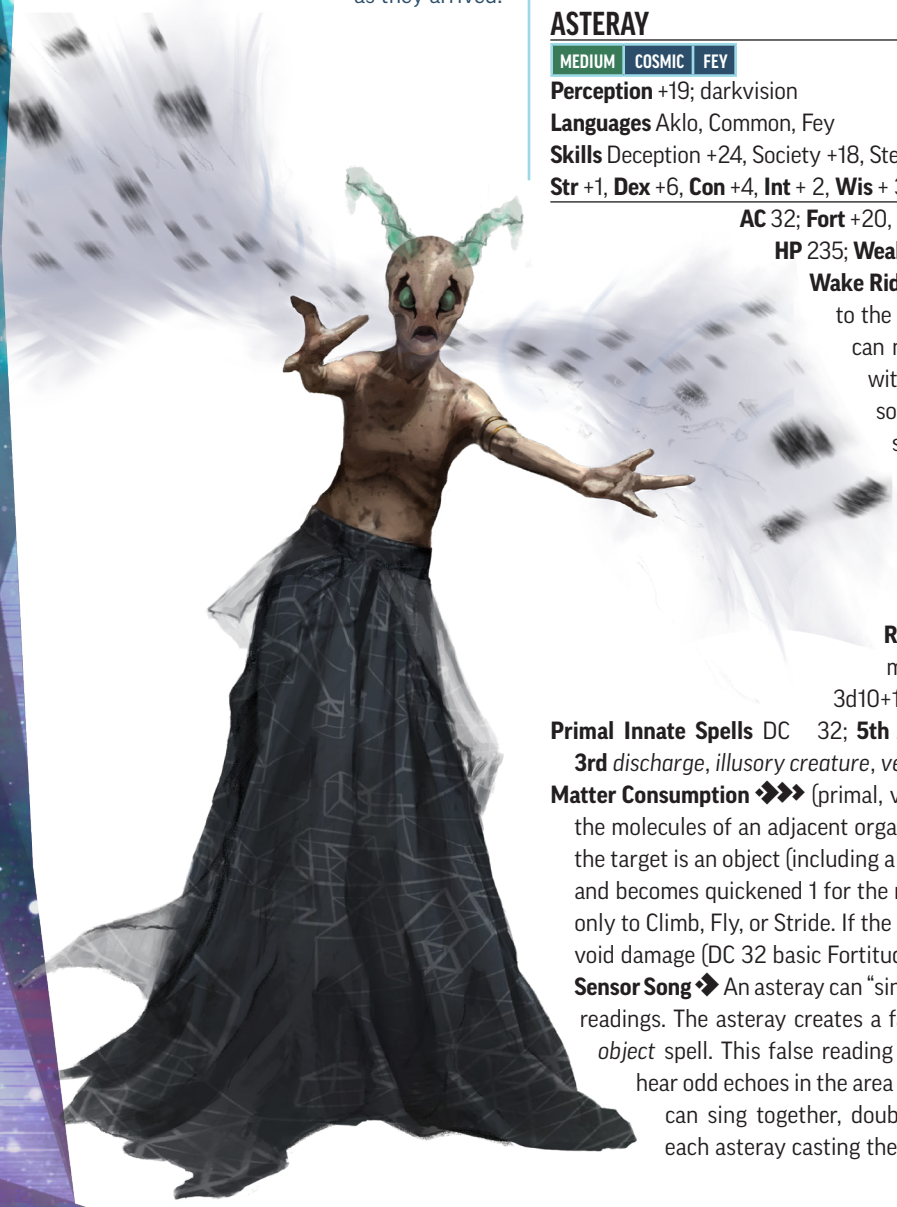
### VOID SIRENS

Like the sirens of Lost Golarion, asterays are known to entice starships with their holographic images. These false sights, along with the fey's natural ability to create sensor "songs," have led starships from across countless civilizations to their doom. Groups of asterays, formed into choirs, often weave their songs to entice larger starships to enter truly dangerous stellar regions, such as asteroid belts or close to dying stars. Giving these crews ample time to escape, asterays silently board the derelicts and consume all organic matter before departing as discreetly as they arrived.



## ASTERAY

Thought to be merely mischievous tricksters, asterays are in fact fey born where the Void and First World overlap. Gifted with the innate ability to survive in space, asterays suffer from extreme wanderlust and an overwhelming desire to stave off boredom, with a desperate thirst for amusement being the prime motivation of most of their kind. They find themselves attracted to interesting stellar phenomena, from the swirls in gas giants to the interplay of stellar debris in an asteroid field. By floating through space, asterays gather enough sustenance to survive from their innate ability to consume latent cosmic radiation. However, asterays have one simple nutritional need that makes them a terror of the space lanes: organic matter. As space is all but devoid of organic elements for consumption, asterays resort to trailing starships, often by riding in their wake and tormenting the crew until they either abandon their posts or descend into chaos. Once an asteray has sufficiently driven a crew to despair, they enter the vessel and consume the corpses of the fallen.

Luckily—or perhaps not—for travelers, asterays typically find the consumption of living creatures distasteful, though their alien mindsets open them to using their vacuous ability to consume matter on active foes when threatened. Most asterays hibernate for months or even years at a time, floating in the wrecks of abandoned ships until the cosmic eddies of a passing ship stirs them from their torpor.

### ASTERAY — CREATURE 12

MEDIUM | COSMIC | FEY

**Perception** +19; darkvision

**Languages** Aklo, Common, Fey

**Skills** Deception +24, Society +18, Stealth +23, Survival +21

**Str** +1, **Dex** +6, **Con** +4, **Int** + 2, **Wis** + 3, **Cha** +8

**AC** 32; **Fort** +20, **Ref** +24, **Will** +21

**HP** 235; **Weaknesses** cold iron 10; **Resistances** cold 10, fire 10

**Wake Rider** By touching a starship, an asteray can bond to the energy wake it leaves as it travels. The asteray can match speeds with the starship and ride along with it, treating the ship as if it were the "ground" so long as they remain within 100 feet. If the starship enters the Drift, the asteray can choose to accompany it into the Drift, or they can disengage as a reaction and remain behind.

**Speed** 25 feet, climb 25 feet, fly 60 feet

**Melee** ❖ tail whip +24 (agile, magical), **Damage** 3d8+11 slashing

**Ranged** ❖ electrical blast +24 (electricity, magical, range increment 70 feet), **Damage** 3d10+14 electricity

**Primal Innate Spells** DC 32; **5th** *illusory object* (at will); **4th** *charm*, *confusion*; **3rd** *discharge*, *illusory creature*, *veil of privacy*

**Matter Consumption** ❖❖❖ (primal, void) The asteray opens their mouth to suck in the molecules of an adjacent organic creature or object of Small size or larger. If the target is an object (including a corpse), then the asteray regains 30 Hit Points and becomes quickened 1 for the next minute, and they can use the extra action only to Climb, Fly, or Stride. If the target is a creature, then the target takes 10d8 void damage (DC 32 basic Fortitude save).

**Sensor Song** ❖ An asteray can "sing" electronic signals that mask or mimic sensor readings. The asteray creates a false image of an object, as a 5th-rank *illusory object* spell. This false reading affects only electronic sensors, but creatures hear odd echoes in the area so long as the effect persists. Multiple asterays can sing together, doubling the range and area of *illusory object* for each asteray casting the spell in sync.

# ATLAPAK

Atlapaks are aquatic ambush predators renowned for their ability to create a sonic pulse that can stun or kill targets from hundreds of feet away. These enormous arthropods have banded shells, three compound eyes on movable stalks, a dexterous right claw for grasping and tearing, and an oversized, highly specialized left claw that generates a cavitation bubble when it snaps shut, which then implodes with crushing force. The atlapak uses plates on its carapace to direct the resulting sonic burst toward prey with uncanny accuracy.

Despite their animalistic intelligence, atlapaks have an instinctive understanding of ballistics and fluid dynamics. Their antennae detect subtle changes in currents and fluid density, allowing them to detect moving targets from a great distance and calibrate their cavitation blasts accordingly. Their compound eyes detect multiple wavelengths of light and provide incredible depth perception comparable to advanced sniper scopes.

Atlapaks prefer sheltered burrows that provide commanding views, such as coral reefs or low hills where they can conceal themselves and pick off prey at a distance. Though they typically stay in the silt of their underwater lairs, atlapaks can range far to mate. Historically, a spawning atlapak sticks fertilized eggs onto migrating megafauna that carry their offspring to new environs with unclaimed territory and resources. In the modern era, this behavior has led to eggs being stuck to the hulls of ships, where they can survive even in humid terrestrial environments. Juvenile atlapaks sometimes haunt a jungle or coast before returning to the safety of the ocean.

Atlapaks can grow up to 10 feet long, while juveniles are typically at least 5 feet long. Their predatory instincts kick in almost immediately after birth.

## ATLAPAK CREATURE 9

LARGE AMPHIBIOUS ANIMAL

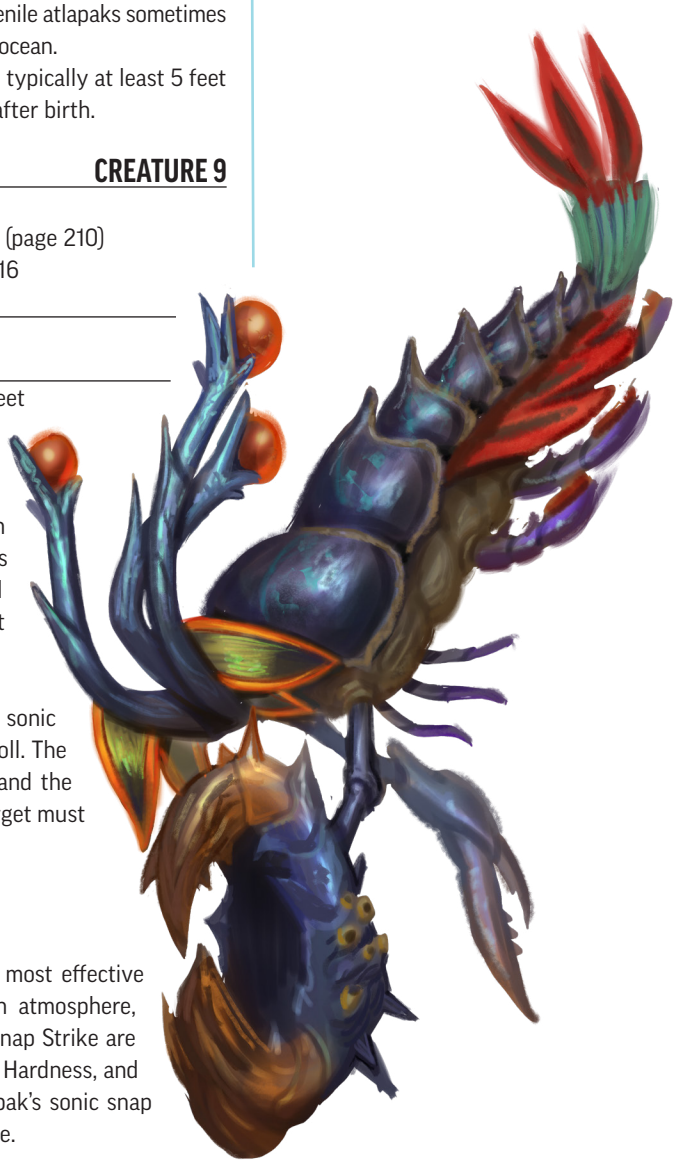
**Perception** +21; darkvision, wavesense (imprecise) 120 feet (page 210)
**Skills** Acrobatics +18, Athletics +18, Stealth +20, Survival +16
**Str** +4, **Dex** +6, **Con** +4, **Int** –5, **Wis** +2, **Cha** +0

**AC** 26; **Fort** +16, **Ref** +21, **Will** +15
**HP** 160; **Immunities** deafened; **Resistances** sonic 10

**Speed** 20 feet, fly 20 feet (see aerial buoyancy), swim 25 feet
**Melee** ❖ claw bash +19, **Damage** 2d6+10 bludgeoning
**Ranged** ❖ sonic snap +21 (deadly d10, range increment 80 feet, volley 30 feet), **Damage** 2d10+6 sonic
**Aerial Buoyancy** The atlapak can "swim" through the air in a thick atmosphere by inflating its lightweight body. Its fly Speed is reduced by half in a normal atmosphere, and it loses its fly Speed entirely while in an environment with a thin atmosphere or no atmosphere.
**Aquatic Ambush** ❖ 35 feet (page 208)
**Cavitation Blast** ❖❖ (incapacitation) The atlapak makes a sonic snap Strike with a +1 circumstance bonus to its attack roll. The range increment for this Strike increases to 250 feet, and the Strike ignores up to 10 Hardness. On a critical hit, the target must attempt a DC 25 Fortitude save.
**Success** The target is unaffected.
**Failure** The target is stunned 1.
**Critical Failure** The target is stunned 2.
**Dense Atmosphere Dependent** An atlapak's sonic snap is most effective in thick atmosphere or underwater. In normal or thin atmosphere, the range increments of its Cavitation Blast and sonic snap Strike are reduced by half, its Cavitation Blast ignores only up to 5 Hardness, and the DC for its Cavitation Blast decreases by 2. An atlapak's sonic snap Strike can't function in environments with no atmosphere.

### DANGEROUS DELICACY

Fresh atlapak meat has a clean taste that appeals to many species, though it decays to repugnant slime within hours of the creature's death. As a result, connoisseurs often commission live atlapak shipments to their restaurants despite the danger they present to those who capture, transport, and prepare the meal. The atlapak trade is also illegal or heavily regulated on many planets to protect the species, which have been hunted to near-extinction.



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### BLOODBROTHER BROODS

Bloodbrothers reproduce asexually by sprouting 4 to 12 small, furry nodules along their spine. These buds grow in size and furriness for a few months, until they've reached a foot across. The bulbs then fall off and hatch into several immature bloodbrothers. Ready to hunt tiny mammals and birds from birth, these squirming miniature bloodbrothers live with their parent until they reach maturity a year later.

## BLOODBROTHER

A terrifying ambush predator native to the eternally frozen Darkside of Verces, a bloodbrother is a massive sinuous creature with an armored carapace and exposed "ribcage" that functions as both a maw and a grotesque cage. Prey trapped within this ribcage prison are pinned in place by bone spurs and pierced by hundreds of veinlike suckers that hijack the victim's circulatory system for the bloodbrother's needs. Bloodbrothers drain their unfortunate prisoners over the course of weeks, using them as a secondary heart and feeding on blood-borne nutrients.

### BLOODBROTHER CREATURE 7

HUGE BEAST COLD

**Perception** +15; infrared vision (precise) 60 feet
**Languages** Common, Vercite (can't speak any language)
**Skills** Athletics +17, Intimidation +13, Stealth +15, Survival +13
**Str** +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +0

**Infrared Vision** A bloodbrother can detect infrared radiation (such as that given off by warm-blooded creatures) as a precise sense at the listed range.

**AC** 24; **Fort** +17, **Ref** +14, **Will** +11
**HP** 140; **Immunities** cold; **Weaknesses** fire 5

**Frigid Cold** (aura, cold) 10 feet. A bloodbrother's flesh radiates intense cold. A creature that starts its turn in the area must succeed at a DC 22 Fortitude save or become fatigued while it remains in the area. Creatures immune to environmental cold effects or with any cold resistance are immune.

**Speed** 25 feet, climb 20 feet; ice passage
**Melee** ❖ bone spur +18, **Damage** 1d10+8 piercing plus 1d8 cold and Grab (page 209)
**Melee** ❖ claw +18 (agile, reach 10 feet), **Damage** 1d8+8 slashing plus 1d8 cold
**Drain Vital Fluids** ❖ **Frequency** once per round; **Requirements** A creature is imprisoned in the bloodbrother's ribcage prison; **Effect** The bloodbrother drains the vital fluids from the imprisoned creature. The victim is drained 1 (or increases its drained value by 1), and the bloodbrother regains 10 Hit Points, gaining any excess Hit Points as temporary Hit Points that last for 1 minute.
**Frigid Touch** (cold) A creature that begins its turn grabbed or restrained by the bloodbrother takes 1d8 cold damage.
**Grisly Ambush** ❖ (emotion, fear, mental, visual) **Trigger** The bloodbrother hits a creature in the first round of combat, and the bloodbrother was hidden from that creature at the start of combat; **Effect** Each enemy within 30 feet that witnesses the attack (including the target of the attack) must attempt a DC 25 Will save. On a failure, the creature is frightened 2 (or frightened 4 on a critical failure).
**Ice Passage** A bloodbrother ignores difficult terrain from ice and snow and doesn't risk falling when crossing ice.
**Imprison** ❖ (attack) **Requirements** The bloodbrother has a Large or smaller creature grabbed or restrained with their bone spur; **Effect** The bloodbrother tries to imprison the required creature in their ribcage prison. The bloodbrother attempts an Athletics check against the creature's Reflex DC, imprisoning it on a success. The bloodbrother's bone spur is no longer grabbing or restraining the creature they've imprisoned, so the bloodbrother is free to use their bone spur Strike once again. The bloodbrother can't attack a creature they've imprisoned and can have only one creature imprisoned in their ribcage prison at a time. An imprisoned creature is restrained (Escape DC 25) and temporarily immune to the bloodbrother's frigid touch while restrained.

# CAYPIN

Caypins are brawny predators with the agility of wolves and the scaly skin of crocodiles. Their most striking feature is a mass of wriggling, semi-sentient appendages that cover their heads. Each of these tentacle-like protuberances contains a bloodshot eyeball and a gaping mouth full of teeth, and the caypin—which has no eyes or mouth of its own—relies on these orifices to see and feed. Nutrients absorbed by the appendages are passed to the caypin via tiny receptive sockets in the beast's jaw, and caypins can detach these appendages into writhing clusters that independently move up to 100 feet from their bodies. In the wild, caypins use these clusters to ambush prey, and the creatures are known across the galaxy for their rapacious ability to consume half of their body weight in raw meat.

## CAYPIN CREATURE 6

LARGE AMPHIBIOUS BEAST

**Perception** +14; darkvision

**Skills** Acrobatics +13, Athletics +15 (+18 to Swim), Stealth +13

**Str** +5, **Dex** +3, **Con** +4, **Int** –3, **Wis** –1, **Cha** –1

**AC** 24; **Fort** +17, **Ref** +14, **Will** +11

**HP** 100

**Speed** 40 feet, swim 30 feet

**Melee** ❖ claw +16 (agile), **Damage** 2d6+8 slashing

**Melee** ❖ jaws +16, **Damage** 2d8+8 piercing

**Appendage Cluster** A caypin's detached appendage cluster is a Small, mindless, semi-independent creature controlled by the caypin. It has the minion trait, darkvision, 30 Hit Points, a land Speed of 20 feet, and a swim Speed of 15 feet. It shares the caypin's AC, saving throw bonuses, and skill modifiers. The caypin can see what its appendage cluster sees and otherwise shares its senses with the cluster. Each round, the caypin can Command a Minion to grant an appendage cluster 2 actions. An appendage cluster can make jaws Strikes (**Melee** ❖ jaws +14, **Damage** 2d4+3 piercing) and has the Cluster Onslaught ability.

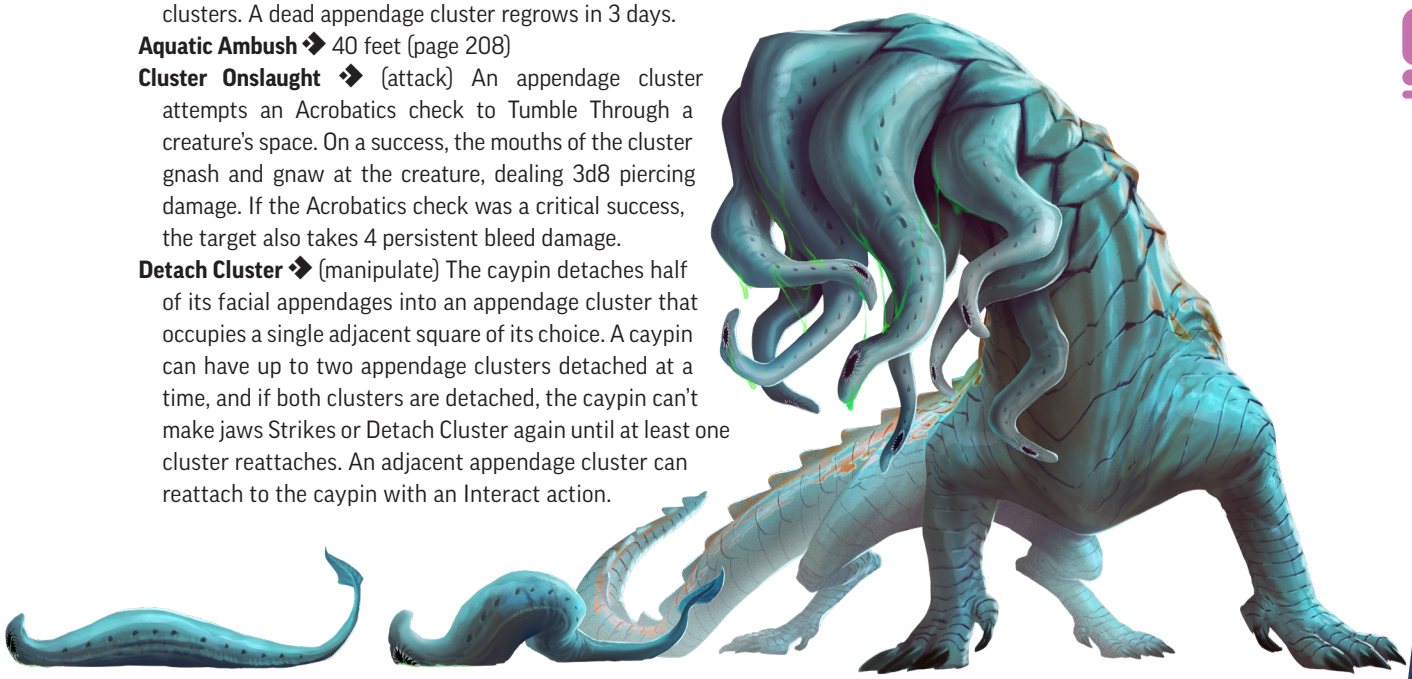
If the caypin is killed, any detached appendage clusters are also killed. Any appendage cluster that moves more than 100 feet from the caypin dies instantly.

If both the caypin's detached appendage clusters are destroyed but the caypin still lives, the caypin is blinded until it regrows at least one of its appendage clusters. A dead appendage cluster regrows in 3 days.

**Aquatic Ambush** ❖ 40 feet (page 208)

**Cluster Onslaught** ❖ (attack) An appendage cluster attempts an Acrobatics check to Tumble Through a creature's space. On a success, the mouths of the cluster gnash and gnaw at the creature, dealing 3d8 piercing damage. If the Acrobatics check was a critical success, the target also takes 4 persistent bleed damage.

**Detach Cluster** ❖ (manipulate) The caypin detaches half of its facial appendages into an appendage cluster that occupies a single adjacent square of its choice. A caypin can have up to two appendage clusters detached at a time, and if both clusters are detached, the caypin can't make jaws Strikes or Detach Cluster again until at least one cluster reattaches. An adjacent appendage cluster can reattach to the caypin with an Interact action.



### ELITE EYESTALKERS

While widely feared for their voracious appetites, caypins are trainable. Vesk often raise caypins in captivity, rearing them as both pets and war beasts, and rumor has it that an entire black ops division within the Veskarium military utilizes carefully chosen teams of caypins and their trainers. Colloquially referred to as the Eyestalkers, this division is reserved for deadly missions where targets need to be utterly eliminated (or eaten, to be more specific).

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### PRECIOUS MEMORIES

Though much harder to extract than standard treasure, the cerebinium that cerebinites dwell within, as well as that which makes up their bodies, is laden with the memories of those who lived near it. Magical scholars and experts pay premium for memories that might find them exploiting a weakness in a foe or learning the history of some long-dead culture. In this way, cerebinium collected from an encounter can have a wildly different value depending on where it was harvested from and the interests of the buyer.

## CEREBINITE

The mineral cerebinium, also known as memory crystal, naturally appears in the broken region of space known as Kazmurg's Absurdity. Typically, these minerals develop in remote subterranean locations, where they grow based on the presence of thinking minds within a planetary range. The more active minds in a region, the faster these mineral formations grow. A major world of millions can easily create vast underground stores, and in these majestic caverns, cerebinites spontaneously emerge.

Cerebinites are essentially mindless creatures—save for the memories that power them—who have developed as an offshoot of cerebinium growth. Though possessing no intellect of their own, they act off the impulses provided by the memories stored within the crystals that constitute their forms. In many ways, a cerebinite is like the many oozes that lie in wait throughout the cosmos.

Encountering these active mineral deposits often requires a delicate approach, as cerebinites can engage up close or at a short range by hurling cerebinium spikes and blasts of cerebinium shards charged with memories drawn from their surroundings. Even in death, these masses of cerebinium explode in a destructive burst of psychic energy, affecting the minds of those nearby with jumbled visions of countless different lives. When multiple injured cerebinites gather near one another, this proximity can cause an especially destructive chain reaction due to cerebinites' own susceptibility to mental attacks.

### CEREBINITE — CREATURE 5

SMALL | ABERRATION | EARTH

**Perception** +9; thoughtsense 200 feet (precise), no vision

**Skills** Athletics +14, Stealth +13 (+15 in crystalline environments)

**Str** +5, **Dex** +2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

**Thoughtsense** A cerebinite can sense nearby non-mindless creatures by their thoughts as a precise sense at the listed range.

**AC** 21; **Fort** +13, **Ref** +9, **Will** +9

**HP** 75; **Immunities** acid, bleed, critical hits, precision, unconscious, visual; **Weaknesses** bludgeoning 5, mental 5, sonic 5; **Resistances** slashing 5, piercing 5

**Mind-Shattering Demise** (mental) When the cerebinite dies, it explodes in a blast fueled by the memories stored in its crystalline body, affecting all creatures in a 30-foot emanation. Each creature in the area (including other cerebinites) must succeed at a DC 22 Will save or take 2d8 mental damage and become stunned 1 (or double damage and stunned 2 on a critical failure).

**Crystalline Ambush** ↻ **Trigger** A non-mindless creature enters a space adjacent to a cerebinite; **Requirements** Initiative hasn't yet been rolled; **Effect** The cerebinite automatically notices the creature, makes a crystalline growth Strike against one creature adjacent to itself, then rolls initiative.

**Speed** 10 feet, climb 10 feet

**Melee** ❖ crystalline growth +15 (agile), **Damage** 1d8+5 bludgeoning plus 1d6 mental and Grab (page 209)

**Ranged** ❖ cerebinium spike +13 (propulsive, range increment 30 feet), **Damage** 1d6+5 piercing plus 1d6 mental

**Area Fire** ❖❖ blast of cerebinium shards (15-foot cone, mental), **Damage** 1d6 piercing plus 2d6 mental (DC 22 basic Reflex save; creatures that take mental damage are also slowed 1 for 1 round on a critical failure)

**Constrict** ❖ 1d8 bludgeoning plus 1d6 mental, DC 22 (page 208)

# CLOUD RAY

These strange, majestic predators drift lazily through the upper atmospheres of gas giants in schools—or dart through the murky, cloudy depths at terrifying speeds.

## CLOUD SKATE

Cloud skates are skittish creatures that avoid settlements whenever possible. They travel in large packs when in their docile periods and remain in small groups even during their aggressive hunting cycles, making them dangerous to travelers. They navigate through the clouds using three powerful tails, trapping prey with huge, baleen-filled mouths that span the full width of their single-segmented bodies.

### CLOUD SKATE — CREATURE 6

LARGE ANIMAL

**Perception** +12; low-light vision
**Skills** Acrobatics +13, Athletics +15, Stealth +13
**Str** +3, **Dex** +5, **Con** +1, **Int** –4, **Wis** +2, **Cha** –1

**AC** 24; **Fort** +15, **Ref** +17, **Will** +10
**HP** 93; **Weaknesses** fire 6; **Resistances** electricity 6
**Explosive Death** If a cloud skate dies due to fire or electricity damage, its internal reservoirs of explosive gases and combustible fluids detonate in a 20-foot emanation that deals 6d8 fire damage (DC 21 basic Reflex save).

**Speed** 5 feet, fly 75 feet
**Melee** ❖ tail +15 (reach 10 feet), **Damage** 2d10+5 slashing plus 2d6 electricity
**Engulf** ❖❖ DC 21, 2d6+3 bludgeoning, Escape DC 21, Rupture 12 (page 208)
**Natural Thruster** ❖ **Frequency** once per hour; **Effect** Until the beginning of its next turn, the cloud skate gains a +75-foot status bonus to its fly Speed and deals an additional 1d10 slashing damage with its tail Strikes.

## CLOUD RAY

Enormous cloud rays are apex predators on gas giants such as Bretheda and Liavara. Cloud rays are incredibly maneuverable and can fly through the atmosphere at speeds few can match, rendering them nearly inescapable when on the hunt.

### CLOUD RAY — CREATURE 13

GARGANTUAN ANIMAL

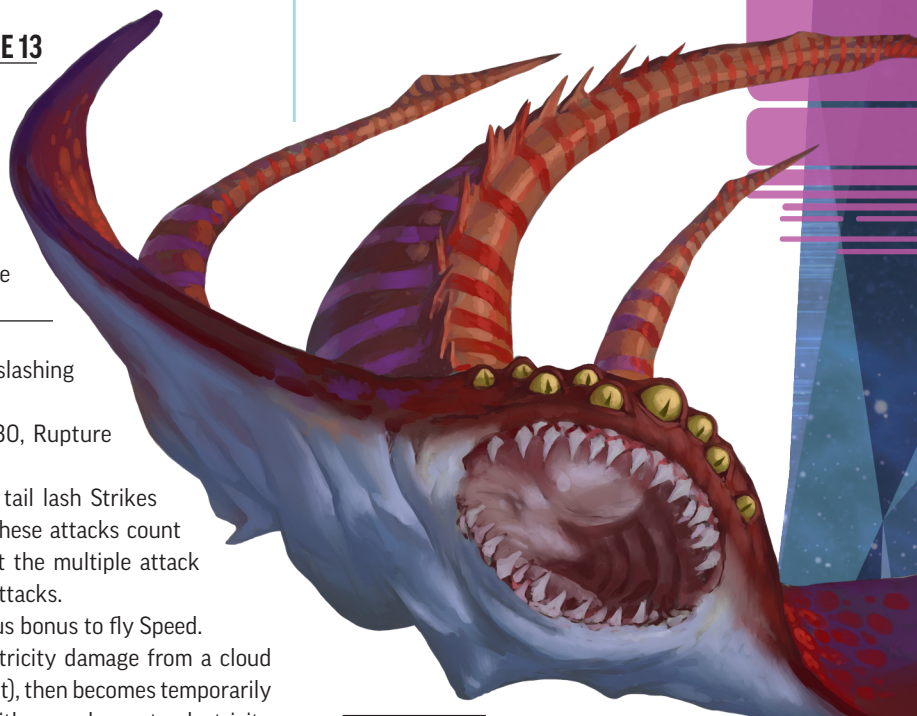
**Perception** +21; low-light vision
**Skills** Acrobatics +25, Athletics +27, Stealth +23
**Str** +8, **Dex** +6, **Con** +3, **Int** –4, **Wis** +4, **Cha** –1

**AC** 34; **Fort** +22, **Ref** +26, **Will** +19
**HP** 180; **Weaknesses** fire 12; **Resistances** electricity 12
**Explosive Death** As cloud skate, but 11d8 fire damage and DC 30.

**Speed** 5 feet, fly 80 feet
**Melee** ❖ tail +26 (reach 20 feet), **Damage** 3d10+8 slashing plus 3d6 electricity and stunning lash
**Engulf** ❖❖ DC 30, 3d8+8 bludgeoning, Escape DC 30, Rupture 25 (page 208)
**Lash Out** ❖❖ The cloud ray makes two consecutive tail lash Strikes at a –2 penalty against any targets within reach. These attacks count toward the cloud ray's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.
**Natural Thruster** ❖ As cloud skate, but +80-foot status bonus to fly Speed.
**Stunning Lash** (electricity) A creature that takes electricity damage from a cloud ray's tail Strike is stunned 1 (stunned 2 on a critical hit), then becomes temporarily immune to stunning lash for 1 minute. Creatures with a weakness to electricity don't become temporarily immune.

### EXPLOSIVE ANATOMY

Cloud ray digestion generates vast quantities of lighter-than-air gases and fluids, which are stored in specialized organs, creating a lifting effect that aids these creatures in flight. When threatened or hunting, a cloud ray can eject large-volume blasts of these stored gases, launching themselves through the air at tremendous speeds as if propelled by a rocket.



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### COPOSIRIX ON OTHER WORLDS

During the rapid industrialization of Tabrid Minor, copaxis mined large quantities of copi to build starship hulls. Parcels of mined copi were illegally sold to offworld business ventures trying to develop uses for its gravitational connection, though none of their efforts have succeeded. Most exported copi are eventually dumped to mingle with other industrial waste. Occasionally, this practice gives rise to new coposirixes, often with strange new forms and abilities.

## COPOSIRIX

The rapid and careless industrialization of Tabrid Minor ruined the planet, particularly ravaging the population of copi—the coral that's the ancestor of the native copaxi people. In areas where the copi's magical connection to gravity was strongest, however, the rampant pollution instead mutated it into grotesque new forms. In a twisted mockery of copaxi evolution, clusters of copi fused together to form coposirixes, shambling mounds of mutated copi fused with a partial shell of crystallized waste that crackles and creaks as it moves. The form of a coposirix constantly changes, sometimes even taking on hauntingly humanoid features that melt away just as quickly.

### COPOSIRIX CREATURE 8

HUGE ABERRATION

**Perception** +13; darkvision
**Languages** Copaxi (can't speak any language)
**Skills** Athletics +18, Intimidation +16, Stealth +13
**Str** +6, **Dex** +4, **Con** +4, **Int** –1, **Wis** +3, **Cha** –5

**AC** 25; **Fort** +19, **Ref** +11, **Will** +16
**HP** 163; **Immunities** poison, polymorph; **Resistances** acid 8

**Seep In** ↷ **Trigger** The coposirix takes damage; **Effect** The coposirix's body absorbs some of what damaged it until the end of its next turn, the material seeping into its constituent copi and changing its composition. The effects of this change depends on the nature of the damage.

**Energy Damage** The coposirix's attacks deal an additional 2d6 damage of the same type as the energy damage dealt to it.

**Physical Damage** The coposirix gains resistance 6 to physical damage. If the damage was dealt by a weapon made of a special material, such as silver, the coposirix's battering sludge Strike counts as that same material for the duration of the effect.

**Speed** 25 feet, climb 20 feet

**Melee** ❖ battering sludge +18 (reach 10 feet), **Damage** 2d10+8 bludgeoning plus Knockdown (page 209)

**Ranged** ❖ caustic jet +15 (range increment 50 feet), **Damage** 2d8+6 acid

**Falling Rush** ❖❖ The coposirix bends gravity around itself, causing it to fall toward its target. The coposirix Strides up to twice its Speed in a straight line in any direction. If it ends this movement within melee reach of at least one enemy, it can make a battering sludge Strike against that target. After this attack, the coposirix falls if it isn't on a solid surface, taking half the normal amount of damage for the distance fallen and not falling prone. If the coposirix passes within 10 feet of another creature at any point during this movement, that creature is affected by the fluctuating gravity and must attempt a DC 25 Reflex save.

**Critical Success** The creature can use the fluctuating gravity to its advantage to reposition itself. It can Step as a free action.

**Success** No effect.

**Failure** The creature is pulled 5 feet in the direction of the coposirix's travel. This follows the rules for forced movement. If at the end of this movement the creature is unsupported, it falls and lands prone, taking fall damage as normal.

**Critical Failure** As failure, but the creature is pulled 10 feet and falls prone even if supported.

# CORCHAAZ

The crab-like corchaazes of Tabrid Minor build their shells from copi, a coral-like polyp that also constitutes the bodies of humanoid copaxis. Copi contain hollows that collapse matter into dense stores, creating pressurized chambers that emulate black holes. Corchaazes break down copi with their claws and add the material to their shells, creating gravity wells on their bodies. Corchaazes are effectively immortal unless they die of injury or illness. Legend has it their shells continue to grow as they age—copaxi folk tales describe corchaazes as big as islands.

A coastal shelf collapse on Tabrid Minor in 322 AG destroyed the planet's major corchaaz spawning ground, but this wasn't the end for this hardy species. In 324 AG, a team of scientists in a nearby star system noticed wildly fluctuating gravimetric readings. Following the weird readings, the scientists discovered and tracked a group of corchaazes traveling along a local Drift lane. Corchaaz migrations were new, and many scientists were eager to study rafts, as the migratory groups were called. More corchaaz rafts showed up the following year in other systems, including the Ghavaniska and Pact Systems.

## CORCHAAZ CREATURE 3

LARGE BEAST

**Perception** +12; darkvision
**Languages** Copaxi (can't speak any language)
**Skills** Athletics +9, Stealth +11, Survival +9
**Str** +4, **Dex** +1, **Con** +3, **Int** –3, **Wis** +3, **Cha** –1

**AC** 19; **Fort** +7, **Ref** +9, **Will** +4
**HP** 42

**Gravity Well** (aura) 20 feet. The corchaaz's body pulls nearby creatures toward it with dense gravitational forces. A creature that ends it turn within the aura must succeed at a DC 20 Reflex save or be pulled 10 feet toward the corchaaz (also landing prone on a critical failure).

**Interstellar Raft** A corchaaz can combine its gravitational forces with other willing corchaazes into an interstellar raft as an exploration activity that takes 10 minutes. While part of an interstellar raft, the corchaazes must remain within 100 feet of each other. Additionally, the raft members gain a 40-foot fly Speed and the cosmic trait (both of which they keep for 1 hour after this ability ends). An individual corchaaz can Dismiss the raft, which detaches all combined corchaazes. If half or more of the raft members die, the interstellar raft ends.

**Speed** 25 feet, swim 30 feet
**Melee** ❖ claw +12 (reach 10 feet), **Damage** 1d10+7 slashing
**Aquatic Ambush** ❖ 40 feet (page 208)
**Copi Concealment** ❖ The corchaaz raises a gravitational barrier around its copi shell and gains concealment against all creatures for 1 round.
**Graviton Grip** ❖❖ (manipulate) The corchaaz attempts to lock a creature within 40 feet into place with gravitational forces. The target must attempt a DC 20 Fortitude save.
**Critical Success** The target is unaffected.
**Success** The target takes a –5-foot status penalty to its Speeds until the end of its next turn.
**Failure** The target becomes stunned 1.
**Critical Failure** The target is paralyzed for 1 round.
**Rend** ❖ claw (page 210)

## COPI ALTERNATIVES

On Tabrid Minor, corchaazes consumed copi, but as they migrated to different planets, they've had to find new food sources. Most corchaazes eat any material they can consume in large quantities—rocks are a favorite.

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### DIVERSITY IN DEATH

The Corpse Fleet count numerous undead among their ranks, from ghosts and ghouls to nihilis and necrovites. The bulk of the Corpse Fleet's forces are corpsefolk or bone troopers. Corpsefolk are intelligent undead similar in appearance to zombies with a fleshy, rotting countenance. Bone troopers are intelligent undead who lack flesh entirely, much like a skeleton.

## CORPSE FLEET

The Corpse Fleet is an army made up of undead supremacists who refuse to bow to the will of the living. Founded by defectors from the Eoxian navy, the Corpse Fleet aims to shatter Pact Worlds unity and liberate Eox from the influence of the living and those bone sages who sided with them. Unyielding and utterly ruthless, the Corpse Fleet deals in death and destruction, feeding on the living and exploiting the dead.

### CORPSE FLEET INFANTRY

The Corpse Fleet's rank and file infantry are trained to work as a unit.

**CORPSE FLEET INFANTRY** **CREATURE 1**

MEDIUM UNDEAD UNHOLY

**Perception** +5; darkvision

**Languages** Common, Eoxian, Necril

**Skills** Acrobatics +7, Athletics +5, Corpse Fleet Lore +3, Intimidation +4

**Str** +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1

**Items** commercial arc pistol (2 commercial batteries), commercial autotarget rifle (20 projectile ammo), commercial battleglove, commercial shotalashu armor

**AC** 15; **Fort** +8, **Ref** +9, **Will** +3

**HP** 26, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** slashing 3, vitality 3

**Coordinated Shuffle** ↷ (move) **Trigger** An adjacent ally moves away from the Corpse Fleet infantry; **Effect** The Corpse Fleet infantry Strides up to half their Speed. They must move in the same direction as the triggering ally.

**Speed** 25 feet

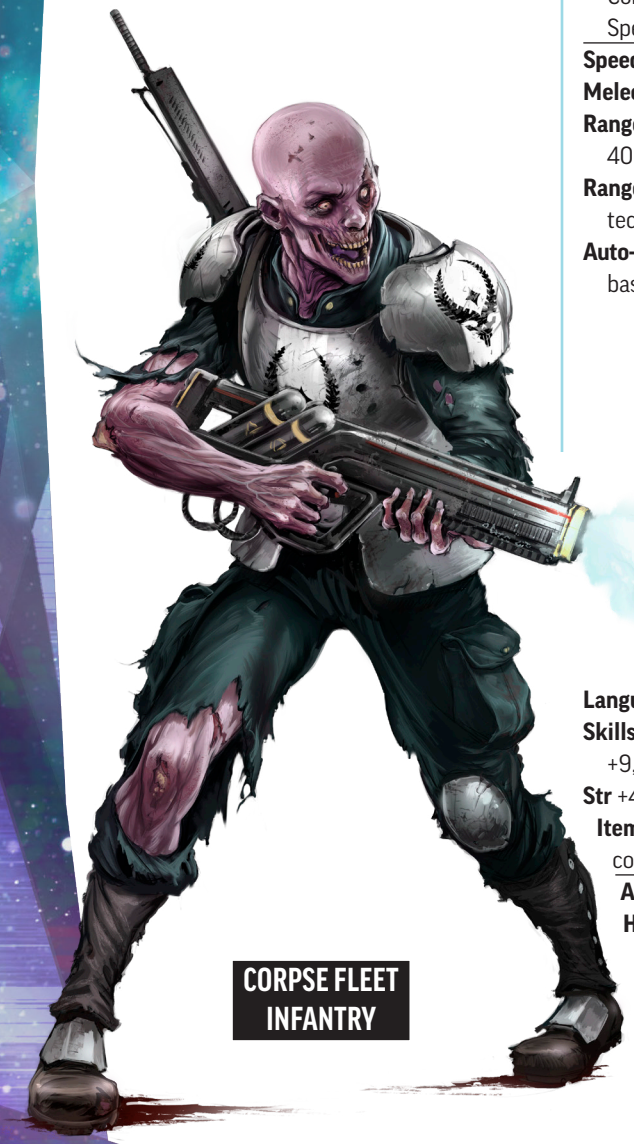
**Melee** ❖ battleglove +7 (agile, analog, free-hand), **Damage** 1d4+2 bludgeoning

**Ranged** ❖ autotarget rifle +9 (analog, automatic, expend 1, mag 20, range increment 40 feet, reload 2), **Damage** 1d6 piercing

**Ranged** ❖ arc pistol +9 (arc, expend 2, mag 10, range increment 30 feet, reload 1, tech), **Damage** 1d4 electricity

**Auto-Fire** ❖❖ autotarget rifle (20-foot cone, analog), **Damage** 1d6 piercing (DC 17 basic Reflex save)

**Fusillade** The Corpse Fleet infantry's ranged Strikes deal an additional 1d4 precision damage when the Corpse Fleet infantry is within the first range increment of at least one other member of the Corpse Fleet wielding a ranged weapon.



CORPSE FLEET INFANTRY

### CORPSE FLEET OFFICER

A Corpse Fleet officer is a bold combat leader who bolsters their undead allies and has trained to destroy the living.

**CORPSE FLEET OFFICER** **CREATURE 4**

MEDIUM SKELETON UNDEAD UNHOLY

**Perception** +8; darkvision

**Languages** Common, Eoxian, Necril

**Skills** Acrobatics +12, Athletics +12, Corpse Fleet Lore +6, Deception +9, Intimidation +9, Piloting +12

**Str** +4, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

**Items** commercial defiance armor, commercial laser pistol (2 commercial batteries), commercial phase cutlass (1 commercial battery)

**AC** 21; **Fort** +11, **Ref** +12, **Will** +8

**HP** 55, void healing (page 210); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Bolstering Aura** (aura) 20 feet. Undead that begin their turn in the aura (including the Corpse Fleet officer) gain 8 temporary Hit Points for 1 hour, then become temporarily immune to bolstering aura for 1 hour.

**Reactive Strike** ↷ (page 209)

**Speed** 25 feet
**Melee** ❖ phase cutlass +14 (analog, modular [slashing or void], powered), **Damage** 1d6+4 slashing plus 1d6 void
**Ranged** ❖ laser pistol +14 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6 fire plus 1d6 void
**Decimate the Living** The Corpse Fleet officer has trained to decimate the living. Their Strikes deal an additional 1d6 void damage (included above).
**Lead Salvo** ❖❖ The Corpse Fleet officer makes a ranged or melee Strike against a creature. Each undead within 100 feet of the officer can immediately use a reaction and expend ammunition from a ranged weapon they're wielding equal to its expend value to increase the damage of Lead Salvo by 1d4 void damage for each undead ally, to a maximum of an additional 4d4 void damage.
**Tireless Flurry** ❖ The Corpse Fleet officer makes one ranged Strike and one melee Strike in any order. These attacks count toward their multiple attack penalty, but the penalty doesn't increase until after both attacks are made.

## CORPSE FLEET RECRUITER

Corpse Fleet recruiters are powerful necromancers capable of maintaining control of mindless undead, creating new undead, and turning their magic against the living.

### CORPSE FLEET RECRUITER — CREATURE 7

TINY | UNDEAD | UNHOLY

**Perception** +12; darkvision
**Languages** Common, Eoxian, Necril
**Skills** Acrobatics +15 (+17 to Maneuver in Flight), Arcana +17, Corpse Fleet Lore +17, Intimidation +14, Piloting +15, Religion +14, Society +17
**Str** –1, **Dex** +4, **Con** +2, **Int** +6, **Wis** +3, **Cha** +3
**Items** integrated tactical shock pad (1 tactical battery), integrated tactical zero pistol (1 tactical battery)

**AC** 22; **Fort** +11, **Ref** +15, **Will** +16
**HP** 90, void healing (page 210); **Immunities** death effects, disease, paralyzed, poison, unconscious
**Seize Control** (aura) 20 feet. Mindless undead that begin their turn in the area must attempt a DC 22 Will save; on a failure, the Corpse Fleet recruiter seizes control of that undead. It gains the minion trait.

**Speed** 15 feet, fly 40 feet
**Melee** ❖ shock pad +11 (agile, free-hand, powered, tech, tracking +1), **Damage** 1d4–1 electricity
**Ranged** ❖ zero pistol +16 (expend 2, mag 20, range increment 30 feet, reload 1, tech, tracking +1), **Damage** 1d6 cold
**Arcane Spontaneous Spells** DC 25, attack +17; **4th** (3 slots) *entropy strike*, *grim tendrils, summon undead*; **3rd** (4 slots) *bind undead*, *irradiate*, *summon undead, vampiric feast*; **2nd** (4 slots) *darkness, harm*, *resist energy*; **Cantrips (4th)** *caustic blast*, *detect magic, electric arc*, *read aura*, *void warp*
**Rituals** DC 25; *create undead* (doesn't require secondary casters)
**Corpse Bomb** ❖ (arcane, void) The Corpse Fleet recruiter detonates one mindless undead minion under their control, causing it to explode in a 15-foot-radius burst, dealing 4d6 slashing damage and 4d6 void damage to creatures in the area (DC 25 basic Reflex save).
**Efficient Commands** ❖ The Corpse Fleet recruiter Sustains each spell they cast to create minions and Commands any number of their minions.
**Rapid Recruitment** ❖❖ (arcane) **Frequency** once per day; **Requirements** A formerly living creature that died within the last round is within 10 feet; **Effect** The Corpse Fleet recruiter immediately performs the *create undead* ritual, as if it were a spell with a casting time of 2 actions and the Corpse Fleet recruiter rolled a critical success on the ritual.

### THE VALUE OF CORPSES

The Corpse Fleet are in constant need of fresh dead—luckily, every battle further feeds their corpse coffers. The bodies of allies and enemies alike serve as raw materials to feed their starship and necrograft factories—or the troops themselves—or are reanimated as troops in the Corpse Fleet army. Win or lose, the Corpse Fleet grows.

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### DISTURBING INTELLECT

Corzadais display strange cunning and use clever tactics to hunt their prey. Corzads hunt in packs, and while they show no signs of self-preservation, they prioritize survival if it means they can accomplish their task of retrieving more biomass for the colony. Corzadors have been known to behave like shepherds for roaming corzads, also controlling choke points for fleeing prey and keeping watch for other predators.

## CORZADAI

Corzadais spawned from the broken remains of Aucturn. Explosively launched into space, these fungal colonies are held together by mysterious forces. Their strange fruiting bodies have taken on numerous shapes, of which two have been more commonly seen in the Pact Worlds than others: corzads and corzadors.

### CORZAD

Packs of wolflike corzads act as the eyes and mouths of the corzadai fungal colony.

**CORZAD** **CREATURE 1**

MEDIUM FUNGUS

**Perception** +7; scent (imprecise) 60 feet
**Languages** Aklo, Common (can't speak any language)
**Skills** Athletics +7, Stealth +6, Survival +6
**Str** +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +0, **Cha** –2

**AC** 13; **Fort** +7, **Ref** +9, **Will** +3
**HP** 22; **Weaknesses** fire 2; **Resistances** acid 3

**Speed** 25 feet, climb 25 feet
**Melee** ❖ tri-jaw +5, **Damage** 1d4+2 piercing plus Grab (page 209)
**Ranged** ❖ tail spores +7 (range increment 20 feet), **Damage** 1d4 acid
**Fungal Symbiosis** A corzad's Strikes deal an extra 1d4 damage to targets within 20 feet of at least two of the corzad's allies.
**Spore Tide** ❖❖ (traversal) The corzad dissolves into a mass of slimy spores and Strides twice, ignoring difficult terrain and other creatures. This movement doesn't trigger reactions. Any creature in the corzad's path must succeed at a DC 15 Will save or become sickened 1. The corzad re-forms at the end of this movement.

### CORZADOR

Vaguely humanoid corzadors herd corzad packs as they carry out their grim tasks.

**CORZADOR** **CREATURE 3**

MEDIUM FUNGUS

**Perception** +9; tremorsense (imprecise; page 210) 60 feet
**Languages** Aklo, Common (can't speak any language)
**Skills** Athletics +9, Stealth +9, Survival +9
**Str** +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +0, **Cha** +0

**AC** 18; **Fort** +11, **Ref** +9, **Will** +5
**HP** 53; **Weaknesses** fire 3; **Resistances** acid 5
**Shrieking Utricle** ↷ **Trigger** A non-corzadai creature moves within the corzador's active Follicle Germination; **Effect** The corzador emits a high-pitched shriek. All non-corzadai creatures within the corzador's Follicle Emanation take 2d8 sonic damage with a DC 18 basic Fortitude save.

**Speed** 25 feet
**Melee** ❖ lashing strand +10 (agile, finesse, reach 10 feet), **Damage** 1d10+3 slashing plus 1d4 persistent acid
**Area Fire** ❖❖ spore spray (15-foot cone), **Damage** 2d8 acid (DC 18 basic Reflex save)
**Follicle Germination** ❖❖ (concentrate) Hundreds of wirelike nerve endings erupt from the corzador's head in a 30-foot emanation. Each non-corzadai in the area must succeed at a DC 18 Reflex save or be instantly observed by all corzadais within 100 feet. Corzadais in the area gain a +1 circumstance bonus to attack and damage rolls against the detected creatures as long as the targets remain in the emanation. The corzador's emanation remains in effect until it takes a move action to leave its current space.

CORZAD

# CREST-EATER

Crest-eaters are large four-legged beasts with traits of both reptiles and mammals. Originating from the distant world of Kasath, they've spread throughout the cosmos, accompanying numerous kasathas and even having a small enclave aboard the *Idari* worldship in the Pact Worlds. A crest-eater is a predator known for consuming the bones of their prey. They use a highly corrosive acidic venom that eats through minerals with ease. Their name comes from their history of tracking down kasathas and cracking open their prey's elongated skulls to feed on the "bony crests" within. As crest-eaters consume bones and other substances, they produce large mineral protrusions across their bodies. Crest-eaters are social creatures and often form prides to hunt together or join with other nearby species if they're accepted—it's not uncommon to find a starship crew or local raider gang with one or more crest-eaters they've adopted. Tamers who have hunted with crest-eaters for generations craft a ceremonial cestus from their comrade's body after a crest-eater passes, a tradition still practiced to this day despite the high value and demand for crest-eater bones.

Most crest-eaters can grow as long as 14 feet and about 6 feet tall (not including their noticeable mineral protrusions). Thanks to their mineral-laden composition, they often weigh in excess of 1,000 pounds, somewhat hampering their mobility in environments that can't support their girth. Young and mature crest-eaters tend to stay together in small prides, though some act as solitary hunters in environments where food sources are scarce. Especially large males frequently become increasingly aggressive as they age, and they're often driven away by the rest of the pride for both their hostility and gluttonous appetites. If these solitary beasts survive long enough, they can become unpredictable and dangerous threats that attempt to establish territory and find food by attacking desert settlements. Many kasathan epics feature one or more brave warriors defending their village against an ancient male crest-eater. Whether dispatched by local legends or eventually dying off in secret, these oversized crest-eaters can leave behind a valuable cache of minerals for enterprising adventurers.

## SOLAR POWER

A crest-eater's mineral protrusions are filled with tiny reflective compounds that store energy and provide additional sustenance for the beasts. Ages ago, kasathas from old Kasath studied these crystalline compounds, and they've since become the basis of kasathan solar technology. Some crest-eaters, given ready access to sunlight and vast fields of bone, gorge themselves to excess. Such specimens become truly immense and territorial, and it's believed several bone fields on old Kasath are protected by such vast guardians, who have become local legends to the kasathas who remained behind.

## CREST-EATER CREATURE 4

LARGE BEAST

**Perception** +11; darkvision, scent (imprecise) 60 feet

**Skills** Athletics +12, Stealth +10, Survival +8 (+12 to Track creatures afflicted by crest-eater venom)

**Str** +4, **Dex** +2, **Con** +3, **Int** –3, **Wis** +1, **Cha** +0

**Bone Tracker** A crest-eater can use its scent as a precise sense at the listed range against creatures that have taken damage from crest-eater venom in the past hour.

**AC** 21; **Fort** +14, **Ref** +11, **Will** +8

**HP** 60

**Reactive Strike** ↻ (page 209)

**Speed** 45 feet

**Melee** ❖ bite +14 (reach 10 feet), **Damage** 2d6+7 piercing

**Ranged** ❖ venom spit +12 (range increment 40 feet), **Damage** 2d4+3 acid plus 1d6 persistent acid damage and crest-eater venom

**Crest-Eater Venom** (poison) **Saving Throw** DC 21 Fortitude; **Max Duration** 4 rounds; **Stage 1** 1d6 acid damage and enfeebled 1 (1 round); **Stage 2** 1d8 acid damage and enfeebled 2 (1 round); **Stage 3** 1d10 acid damage, drained 1, and enfeebled 2 (1 round)

**Scree Strider** Crest-eaters ignore difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.

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### SENSITIVE TOPICS

The daemons presented here represent means of death that are highly topical in a modern society. Communication misunderstandings in an ever-digital environment, as well as the concepts of online bullying and social stalking, are heavy topics for most gaming groups. Be sure to discuss boundaries with your players before including these sensitive topics in your game.

## DAEMON

Hailing from the plane of Abaddon, daemons are utterly devoted to the destruction of all life. Their existence is based around specific means of death, and they seek the death of all things in service to their lords: the Apocalypse Riders. Each daemon represents a different way to die, and they use their specific powers to further that means of death.

Advents in technology have only created new means of death and torment, so new types of daemons enter existence with regularity, each created once a sufficient mass of new deaths occurs to spawn them. These new advent daemons often prefer to spend their time in the galaxy rather than Abaddon, as they can better spread their torments to the mortals of creation.

### TYPODAEMON (MISTAKE DAEMON)

These child-sized daemons represent the horrors of death through dictation errors, transcription woes, or incorrect copying and pasting of text. Typodaemons make discreet adjustments to text, changing a word, adding a taunting emote, or adjusting punctuation to create entirely new meanings for written words. These changes lead to conflicts, and the typodaemon thrives on the strife and potential for death because of these simple errors.

**TYPODAEMON** **CREATURE 2**

SMALL DAEMON FIEND UNHOLY

**Perception** +8; darkvision

**Languages** Daemonic; telepathy 100 feet (page 210)

**Skills** Computers +8, Deception +10, Religion +8, Stealth +7

**Str** +2, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** +2

**AC** 17; **Fort** +9, **Ref** +7, **Will** +8

**HP** 36; **Immunities** death effects; **Weaknesses** holy 3; **Resistances** sonic 3

**Input Overload Aura** (auditory, aura, divine, sonic) 20 feet. Enemies in the aura take a –1 status penalty to AC and all saves against sonic effects or effects that alter written or stored data. A creature within this aura attempting to read a document must succeed at a DC 5 flat check or cannot read the document for the next 1d4+1 rounds.

**Pedant Annoyance** Typodaemons paradoxically despise having their errors pointed out. If a creature Interacts to correct the grammar or syntax of something the typodaemon has written or is writing, including with a spell such as implant data, the typodaemon becomes sickened 1. While sickened this way, the daemon must spend an action to justify its actions instead of retching, attempting a Will save instead to remove the condition.

**Speed** 20 feet

**Melee** ❖ claw +9 (agile, magical, unholy), **Damage** 1d8+2 slashing

**Ranged** ❖ concentrated input +8 (range 30 feet, sonic), **Damage** 1d8+4 sonic

**Divine Innate Spells** DC 18; **4th** *speak with computers*; **2nd** *instant virus*, *skim data*; **1st** *delete* (at will); **Cantrips (1st)** *implant data*, *measure*, *scan environment*

**Error Injection** ❖❖ The typodaemon remotely accesses the code of a visible item with the tech trait within 60 feet and injects erroneous data. The item becomes glitching 2; if the item is in possession of a creature, the creature must attempt a DC 18 Will save, negating the effect on a success. The item is then immune to Error Injection for 1 hour.

TYPODAEMON

## CIVUSDAEMON (SOCIAL DAEMON)

Born from infospheres and digital networks, the civusdaemon is a force of malign intent who bends online spaces to torment mortals. Representing death through oppression and hate from social media, these daemons act in the shadows, tormenting their foes to such a ruinous extent that they often take their own life.

### CIVUSDAEMON CREATURE 8

MEDIUM DAEMON FIEND UNHOLY

**Perception** +18; darkvision, eyes on the infosphere (precise)

**Languages** Common, Daemonic; telepathy 100 feet (page 210)

**Skills** Acrobatics +15, Computers +19, Deception +19, Infosphere Lore +19, Intimidation +19, Media Lore +17

**Str** +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +7

**Eyes on the Infosphere** A civusdaemon knows the presence of any creatures connected to any local infospheres it has access to. A creature who is connected to an infosphere is visible to the civusdaemon as a precise sense. Disconnected creatures who've been active on an infosphere within the past day leave enough residual trace that a civusdaemon can sense them as an imprecise sense.

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**AC** 26; **Fort** +18, **Ref** +19, **Will** +18; +1 status to all saves vs. mental

**HP** 140; **Immunities** death effects; **Weaknesses** holy 10

**Profile Picture** (divine, illusion, visual) A civusdaemon appears as a strangely two-dimensional version of a creature of their choice. Creatures targeting the civusdaemon must succeed at a DC 5 flat check to do so, as if the civusdaemon were concealed. A creature who succeeds at this check automatically succeeds at further such flat checks for 1 round.

**Well, Actually** ↻ **Frequency** once per day; **Trigger** An enemy critically hits the civusdaemon or the civusdaemon critically fails a save against an enemy's effect; **Effect** The attack becomes a hit instead of a critical hit, or the critical failure on the save becomes a failure instead.

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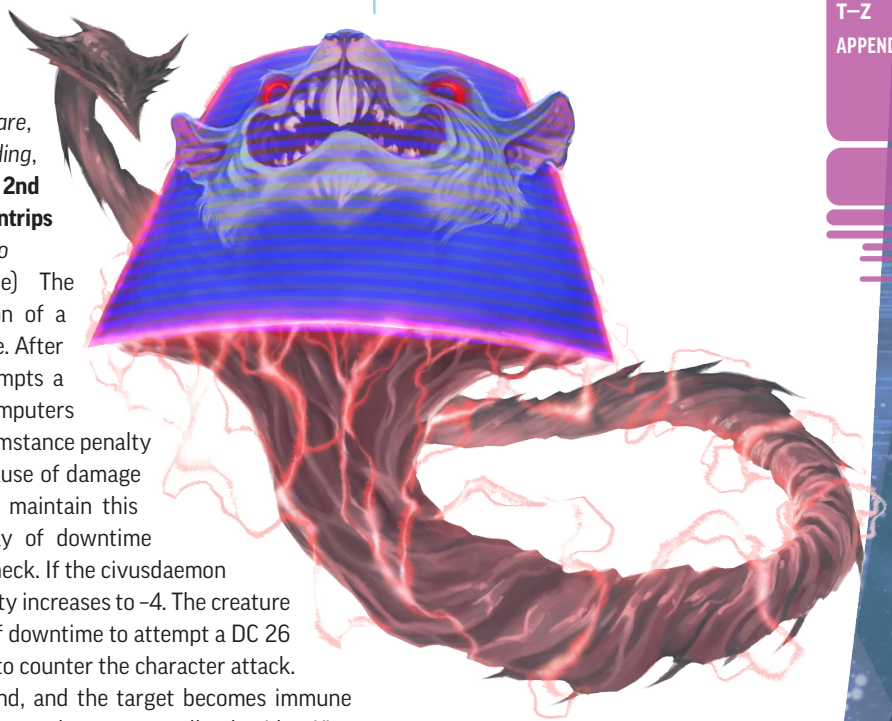
**Speed** 25 feet, fly 40 feet

**Melee** ❖ shadelight weapon +18 (magical, unholy), **Damage** 1d8+9 slashing plus 1d8 electricity

**Ranged** ❖ shadelight blast +20 (magical, range increment 60 feet, unholy), **Damage** 1d10+11 electricity

**Divine Innate Spells** DC 26; **4th** *nightmare*, *suggestion*; **3rd** *clairaudience*, *mind reading*, *selective invisibility* (at will), *share pain*; **2nd** *detect thoughts*, *doom scroll* (at will); **Cantrips (4th)** *analyze target*, *detect magic*, *injury echo*

**Character Assassination** (divine, downtime) The civusdaemon targets the online reputation of a creature it's aware of on a shared infosphere. After 1 day of downtime, the civusdaemon attempts a Computers check against the target's Computers DC. If successful, the target takes a –2 circumstance penalty to all checks made on that infosphere because of damage to their reputation. The civusdaemon can maintain this effect each day by spending another day of downtime without needing to attempt an additional check. If the civusdaemon maintains this for a week or more, the penalty increases to –4. The creature or an ally of the creature can spend a day of downtime to attempt a DC 26 Computers, Deception or Diplomacy check to counter the character attack. On a success, the civusdaemon's efforts end, and the target becomes immune to this ability for 1 month. On a critical success, the target or ally also identifies a specific location that the civusdaemon operates out of, such as one where it frequently connects to the infosphere.



CIVUSDAEMON

### DAEMONS AND PARADOXES

Daemons are incarnations of death, but they're living beings. Typodaemons relish any opportunity to create or point out small mistakes but loathe any mention of their own errors. A civusdaemon's worst nightmare is for their own infosphere reputation to be questioned or tarnished. Almost all daemons embody paradoxes, and those presented here are no exception.

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### STUDIOUS SNIPERS

Jygyks sometimes attempt shots at distances so long that they must take the curvature of a planet's surface into consideration to accurately hit their marks. While much of their talent for marksmanship is innate, they also spend considerable time studying the physical and atmospheric attributes of their hunting grounds to ensure their success.

## DEMON

All mortal creatures have souls that are usually judged in the Boneyard after their demise. The souls of individuals who lived sinful lives—usually by hurting others or acting selfishly—are sent to the Outer Rifts, where they eventually coalesce into demons. These fiends care for nothing but the corruption of mortal life to ensure that the ranks of their fellow demons never wane.

### JYGYK (VENGEANCE DEMON)

Jygyks embody remorseless revenge, stalking mortals and slaying them at great distances. Three legs create the unflinching stability needed for their sniper shots, and lenslike eyes scope out their prey up to 2 miles away.

Jygyks become obsessed with their intended victims and have the capacity to nurse intense grudges against dozens of mortals at once. A fresh jygyk might begin by targeting people they hated in their mortal life or seek victims who match a certain profile.

Jygyks move cautiously, typically stalking their targets for weeks, memorizing movement patterns and noting routines, to pinpoint the ideal time and place to strike. Close-range combat can prove disastrous for them, so they prioritize fleeing if confronted in close quarters.

**JYGYK** **CREATURE 6**

MEDIUM DEMON FIEND UNHOLY

**Perception** +17; darkvision

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet (page 210)

**Skills** Acrobatics +15, Religion +13, Stealth +15

**Str** +1, **Dex** +5, **Con** +2, **Int** +1, **Wis** +4, **Cha** +1

**Items** tactical assassin rifle (30 projectiles)

**AC** 23; **Fort** +12, **Ref** +17, **Will** +15

**HP** 95; **Weaknesses** cold iron 5, holy 5

**Mental Fragility** While a jygyk embodies remorseless vengeance, they can't fathom being attacked in kind. If a creature critically hits a jygyk who damaged it on the jygyk's previous turn, the jygyk takes 3d6 mental damage.

**Speed** 25 feet, climb 25 feet

**Melee** ◆ claw +16 (agile, finesse, magical, unholy), **Damage** 2d10+4 slashing

**Ranged** ◆ assassin rifle +17 (analog, backstabber, breakdown, expend 1, fatal d12, mag 1, range increment 240 feet, reload 1, tracking +1, unholy, unwieldy, volley), **Damage** 1d10+3 piercing

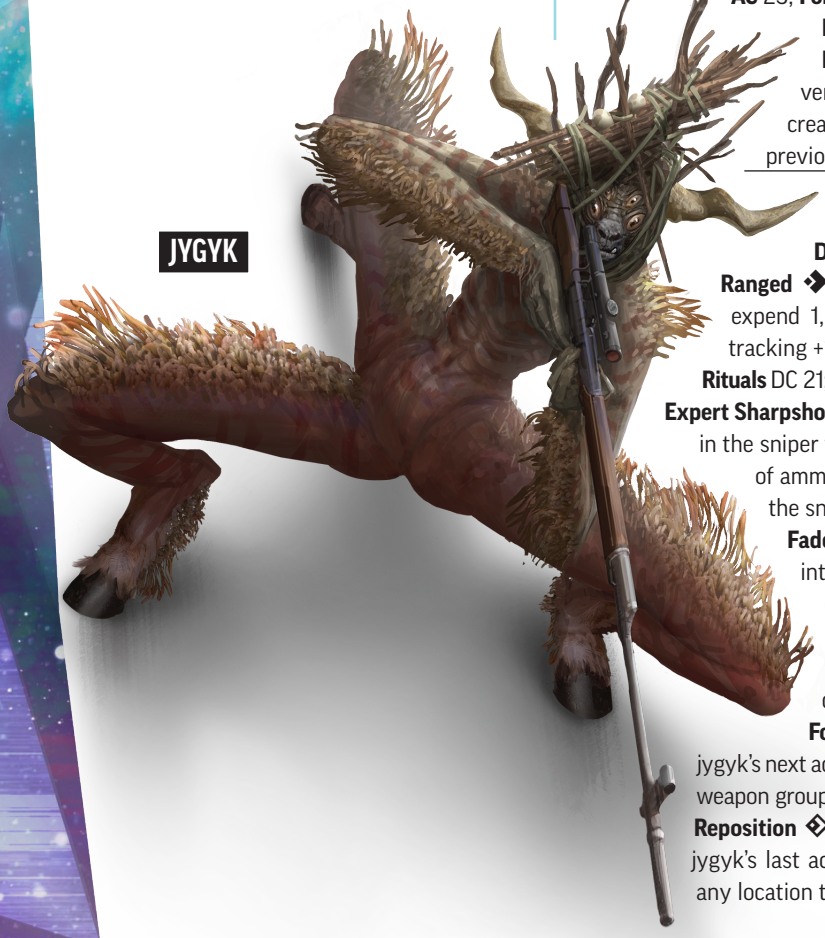
**Rituals** DC 21; *demonic pact* (page 214)

**Expert Sharpshooter** The jygyk doubles the range increment of weapons in the sniper weapon group they wield. If they're ever unarmed or out of ammunition, they can Interact to create an tactical weapon in the sniper weapon group or 30 projectiles.

**Fade To Nothing** ◆◆ (concentrate, illusion) The jygyk melts into their surroundings and becomes undetected, not even emitting sound or odor. A creature must succeed at a DC 25 Perception check to Seek the jygyk. If the jygyk uses a hostile action, moves, or speaks, they become detected again after the action is completed.

**Focus Aim** ◆ The jygyk takes careful aim at a target. If the jygyk's next action is to make a ranged Strike with a weapon in the sniper weapon group, that Strike deals an additional weapon die of damage.

**Reposition** ◆ (teleportation) **Frequency** once per round; **Trigger** The jygyk's last action was a ranged Strike; **Effect** The jygyk teleports to any location they can see within 25 feet.



JYGYK

## DAIPEX (RAMPAGE DEMON)

Daipexes are formed from souls of sinful mortals whose lives were consumed by rage and indiscriminate violence. Their hulking figures consist primarily of a pair of chain guns merged into the flesh of their large arms. By comparison, their legs are disproportionately small and incapable of bracing completely against the force of their attacks. Daipexes only use their legs when necessary and otherwise rely on their arms to move about to reduce the strain on their leg muscles.

Daipexes carry about the entrails of their prey, sometimes dangling loops of intestines from their necks or simply dragging it along the ground. They feed these organs into their arms and, by flexing their muscles there, condense the putrid flesh into ammunition that can then be fired directly from their bodies. While they often have enough ammunition to fire off their arm weapons for hours, in the rare instances that they run out of ammunition mid-combat, they either retrieve more from corpses on the battlefield or sacrifice their own flesh in the name of victory.

### DAIPEX — CREATURE 8

LARGE DEMON FIEND UNHOLY

**Perception** +16; darkvision

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet (page 210)

**Skills** Acrobatics +18, Athletics +16, Intimidation +16, Religion +16

**Str** +4, **Dex** +6, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2

**AC** 26; **Fort** +16, **Ref** +19, **Will** +14

**HP** 140; **Weaknesses** cold iron 8, holy 8

**Arm Cannon** A daipex's powerful arms can be fused into one or more cannons. These arm cannons also can't be Disarmed or Released. The daipex takes a –4 circumstance penalty to any action that requires fine motor control.

**Char Miasma** (aura, olfactory) 5 feet. The heat from a daipex's arm cannons burns the intestines fed into the grafted weapons as ammunition. A creature that enters or begins its turn in the aura must succeed at a DC 23 Fortitude save or be sickened 1.

**Misfire Vulnerability** A daipex is full of unceasing rage and despises it when they can't deal damage. When a daipex critically fails a Strike or when a creature critically succeeds at its save against Hail of Bullets, the daipex takes 3d6 mental damage.

**Speed** 25 feet

**Melee** ❖ slam +18 (magical, unholy), **Damage** 2d8+10 bludgeoning

**Ranged** ❖ arm cannon +20 (magical, range increment 60 feet, unholy), **Damage** 2d6+6 piercing

**Rituals** DC 27; *demonic pact* (page 214)

**Hail of Bullets** ❖❖ The daipex fires a 30-foot cone of bullets, dealing 6d10 piercing damage (DC 26 basic Reflex save) to creatures in the area. The daipex is pushed 10 feet in the opposite direction and can't use Hail of Bullets again for 1d4 rounds.

**Rain of Bullets** ❖ **Frequency** once per round; **Effect** The daipex makes two arm cannon Strikes against a single target. The daipex's multiple attack penalty is applied normally. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

**Recoil** A daipex's relatively small legs can't withstand their arm cannon's kickback. When a daipex makes an arm cannon Strike, they're pushed 5 feet in the opposite direction of the Strike's target. The daipex can take a –2 circumstance penalty to the Strike to avoid this forced movement.

### LEG DAY

Daipexes often boast of never needing to use their legs because their arms are strong enough to compensate. These same daipexes often receive a rude awakening to their foolishness when their legs fail mid-barrage and they find themselves on their backs firing into the sky. The wisest daipexes know that, to truly utilize their arms to the fullest, they must also put some consideration into the strength of their legs.

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### "ANGEL" INVESTORS

To outpace competitors and quickly establish themselves, start-up companies across the Pact Worlds have begun to outsource their legal department to contracted wahtunshnas, letting the devils create agreements, terms of service, and even company policies. With the infernal information sharing clauses worked into these policies, it's speculated that wahtunshnas have shared mountains of personal information with their masters in Hell.

WAHTUNSHNA

## DEVIL

In the shadows of space stations, halls of courtrooms, and offices of corporations, devils tempt mortals with promises of power and lay the groundwork for their conquest. A devil's pacts can vary from elaborate contracts to quick promises, but they all end the same way: a mortal soul condemned, and Hell's forces bolstered. From the open rule of Malfane, the unseen control of Embroi, and hidden pacts with souls across the galaxy, devils continue their relentless work to spread tyranny and force the universe to resemble the hellish bureaucracy of their home.

### WAHTUNSHNA (LICENSE DEVIL)

Wahtunshnas are brokers, business negotiators, and war profiteers. They operate in the cities of Malfane and the watery planet Embroi and, increasingly, attend meetings with corporate legal teams in Near Space. Trained in negotiation, business administration, and the corporate buzzwords of a hundred cultures, wahtunshnas offer a competitive advantage to corporations while building a reputation of their own. The knowledge and industrial power of Hell are tempting to many companies looking to get an edge over their competitors, and wahtunshnas are more than happy to assist. In exchange for the incorporation of spyware into their products and Diabolic clauses in their terms of service, corporations gain access to the intellectual property of Hell, passing on infernal bloatware to their customers. Rumors claim that wahtunshnas contribute to the constant churn of start-ups whenever possible, sabotaging any companies that seek to break or circumvent the terms of their diabolical agreements.

**WAHTUNSHNA** **CREATURE 5**

MEDIUM DEVIL FIEND UNHOLY

**Perception** +13, greater darkvision

**Languages** Aklo, Chthonian, Common, Diabolic, Draconic, Empyrean; telepathy 100 feet (page 210)

**Skills** Computers +10, Deception +13, Diplomacy +12, Intimidation +12, Legal Lore +13, Religion +10, Society +12

**Str** +1, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +5

**AC** 22; **Fort** +9, **Ref** +12, **Will** +15

**HP** 55; **Immunities** fire; **Weaknesses** holy 5; **Resistances** physical 5 (except silver), poison 5

**Speed** 25 feet

**Melee** ❖ claw +13 (agile, finesse, magical, unholy), **Damage** 2d6+4 slashing plus 1d6 persistent bleed and infernal tracking

**Divine Innate Spells** DC 22, attack +14; **3rd** *mind skewer*, *void whispers*; **2nd** *detect thoughts*, *doom scroll*, *sift the sphere*; **1st** *bane*, *mind skewer*, *protection*; **Cantrips (3rd)** *eldritch lance*, *guidance*, *message*

**Rituals** DC 22; *diabolic pact* (page 214)

**Infernal Tracking** For as long as a creature is taking persistent bleed damage from the wahtunshna's claw Strike, that creature can't be concealed from, hidden from, or undetected by the wahtunshna.

**Planned Obsolescence** ❖❖ (concentrate, manipulate) The devil points at an item with the tech trait that they can see within 60 feet, forcing a firmware update so it becomes glitching 3. A creature about to use the item can spend an Interact action to read through the item's new terms of service to remove this condition.

### DEPRIMOGON (SILENCER DEVIL)

Deprimogons stalk hidden tunnels, shadowed alleys, and looming towers of settlements whose governments have made infernal pacts as they silently monitor citizens for any signs of sedition. Agitators or freedom fighters are harassed or chased down and trapped by these devils before disappearing forever. Deprimogons hide their faces behind sleek metallic masks that suppress their own emotions, blocking out any pleas, threats, or bargaining that might dissuade them from their mission.

Deprimogons delight in summoning diabolic creatures from eras long forgotten to torment their prisoners.

## DEPRIMOGON CREATURE 11

MEDIUM DEVIL FIEND UNHOLY

**Perception** +22; greater darkvision
**Languages** Common, Diabolic, Embri, Empyrean (can't speak any language)
**Skills** Acrobatics +23, Athletics +23, Intimidation +19, Stealth +26
**Str** +5, **Dex** +7, **Con** +3, **Int** +2, **Wis** +2, **Cha** +0
**Items** advanced dueling sword

**AC** 31; **Fort** +21, **Ref** +24, **Will** +18
**HP** 190 **Immunities** emotion, fire, mental; **Weaknesses** holy 10, masked emotions; **Resistances** physical 10 (except silver), poison 10

**Masked Emotions** The deprimogon loses their immunity to emotion and mental effects if they aren't wearing a mask. In addition, an unmasked silencer devil uses the outcome one degree of success worse than they roll on saving throws against mental effects. A deprimogon's mask can be Disarmed as if it were a held item.

**Speed** 30 feet, burrow 20 feet
**Melee** ❖ dueling sword +22 (analog, magical, tracking +1, unholy, versatile P), **Damage** 2d8+13 slashing plus evoke paranoia
**Ranged** ❖ injector +24 (analog, magical, range increment 30 feet, unholy), **Damage** 2d4+8 poison plus evoke paranoia
**Rituals** DC 27; *diabolic pact* (page 214)

**Evoke Paranoia** (emotion, illusion, mental) The deprimogon infuses their weapons with paranoia and mistrust, instilling doubt in their victims with every attack. A creature damaged by a deprimogon's Strikes must attempt a DC 27 Will save.

**Critical Success** The creature is unaffected and temporarily immune to the deprimogon's evoke paranoia for 1 minute.

**Success** The creature is unaffected and temporarily immune to the deprimogon's evoke paranoia for 1 round.

**Failure** Until the beginning of the deprimogon's next turn, the creature believes everyone it sees is a potential threat. It becomes unfriendly to all creatures to which it wasn't already hostile, even those who were previously allies. It treats no one as an ally.

**Critical Failure** As failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against everyone, regardless of whether they were previously its allies, as determined by the GM. It otherwise acts as rationally as it normally does and likely prefers to attack creatures that are actively attacking or hindering it over those leaving it alone.

**Infernal Disgrace** The deprimogon's Strikes count as magical and unholy.

**Silent Prison** ❖❖❖ (concentrate, divine) The deprimogon casts a 6th-rank *wall of force* that dampens sound. Any creature that moves and begins its turn adjacent to the wall must attempt a DC 27 Will save. On a failure, the creature can't speak and can't use any actions and effects with the sonic or auditory traits while adjacent to the wall; this also prevents the creature from casting spells, with the exception of subtle spells.

### BEHIND THE MASK

Embroi's fall to Hell has gone largely unnoticed, and deprimogon devils work tirelessly to keep it that way. Deprimogons adopt the local style and cover their faces with sleek metallic masks adorned with symbols that would mark them as being of the laborer caste. Officially, they do so to not stand out if they pass through a crowd. Other devils gossip that it's instead an insult by the ruling devil, Occhiorasoi, as a symbol of their eternal servitude. Other rumors claim that Embroi is a deprimogon testing ground before Occhiorasoi expands her infernal influence across other planets; some say this has already happened.

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### DIATHA RESOURCES

Those who kill diathas without detonating them can convert their remains into petrol tanks, mini-rockets, or other explosive ammunition. These volatile slicks yield small volumes of workable hydrocarbons and are hazardous to process, so using dead diathas for raw materials is widely considered a survivalist's trick rather than a source of mass-producible biofuels.

## DIATHA

Often called "boom bugs" or "exploding slugs," diathas are invertebrates that store nutrients as hydrocarbon chains rather than fat deposits. Threatened diathas secrete hormones that prime their energy stores to combust, detonating themselves to drive off or kill predators. Even if several diathas sacrifice themselves this way, their hive rarely suffers thanks to their rapid reproductive cycle.

Diathas are hardy scavengers that can convert almost any carbon-based molecules into energy. Originally, diathas consumed biowaste in underground warrens, but their appetite for hydrocarbon-based fuels and industrial runoff drew them into contact with modernized civilizations, where they quickly adapted to urban environments. Though some entrepreneurs try to use these creatures as an organic means of converting plastic waste into petrol products, most see diathas as vermin that do far more harm than good when allowed to propagate.

Diathas can easily stow away in the nooks and crannies of starships, and interstellar travelers often don't notice them until it's too late. Because they can digest almost any carbon-containing matter, diathas that colonize new worlds can adapt to a wide range of biomes and persist as a threat to native species for generations. Efforts to eradicate invasive diathas carry substantial risks to the exterminators and the environment they're trying to protect, as the explosive vermin use literal scorched earth tactics to protect their hives. To make matters worse, diathas are hermaphroditic and can grow new hives from a single organism if they have sufficient food sources to multiply. As a result, the Pact Worlds and Veskarium maintain strict quarantine measures for vessels suspected of carrying diatha infestations.

As diathas age, their stored internal gases allow them to become buoyant. These "elder" diathas instinctively take prominent roles as scouts and guards for other diathas. To create an elder diatha, apply the aerial and elite adjustments (page 204) to a diatha, or increase its level using the guidelines from *GM Core*.

### DIATHA CREATURE -1

TINY ANIMAL MINDLESS

**Perception** +4; low-light vision

**Skills** Acrobatics +4, Athletics +3

**Str** +1, **Dex** +2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –3

**AC** 14; **Fort** +8, **Ref** +5, **Will** +2

**HP** 10; **Immunities** disease, mental, poison

**Hydrocarbon Slick** (fire) If a diatha dies before it can detonate, its body rapidly decomposes into a slick of highly volatile hydrocarbons. Any effect that deals acid, electricity, or fire damage in an area that includes the square where the diatha died, or targets a creature in that square, causes a small explosion and consumes the slick. All creatures in the square and in a 5-foot emanation take 1d6 fire damage (DC 16 basic Reflex save). The slick evaporates after 10 minutes if it isn't ignited.

**Detonate** ↻ (fire) **Trigger** The diatha takes acid, electricity, fire, piercing, slashing, or sonic damage; **Requirements** The diatha has 5 or fewer Hit Points; **Effect** The diatha dies, its body combusting in a flash of flame. All creatures in a 5-foot-radius emanation take 1d6 fire damage (DC 16 basic Reflex save).

**Speed** 25 feet, burrow 10 feet

**Melee** ❖ bite +6 (agile, finesse), **Damage** 1d4+1 piercing plus 1 fire

**Explosive Charge** ❖❖ **Requirements** The diatha has 5 or fewer Hit Points; **Effect** The diatha Strides twice and makes a melee Strike at the end of that movement. After the Strike, the diatha uses Detonate.

# DIGITAL GHOST

Digital ghosts are data constructs crafted from forgotten user accounts and metadata that are gathered and formatted into a simulacrum of the source user.

## CREATING A DIGITAL GHOST

To create a digital ghost of another creature, first apply the weak creature adjustments (page 207). All digital ghosts gain the following abilities.

**Darkvision**

**Techsense (imprecise) 30 feet** A digital ghost senses creatures and items with the tech trait at the listed range.

**Device Bound** A digital ghost can stray only a short distance from the device where they're stored. A typical limit is 120 feet.

**Backup** (tech) An offline copy of the digital ghost is stored in a device. When an active digital ghost is destroyed, it reforms after 2d4 days within the device that the copy is stored in, fully healed, but with no memory of what destroyed them. A digital ghost can be permanently removed from that device by attempting a Computers check against the digital ghost's Will DC. On a success, the copy of the digital ghost is purged from the device, and no new copies will be generated. On a critical success, any active copies are also purged.

**Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, precision, sickened, spirit, unconscious, vitality, void

**Resistances** all damage 5 (except force, *ghost killer*, or mental; double resistance vs. archaic). This resistance increases to 10 at 9th level and 15 at 16th level.

**Fly Speed** equal to its Speed

**Malware Infection** ❖❖❖ (concentrate, tech) **Frequency** once per day; **Effect** The digital ghost attempts to infect an item with the tech trait being held or used by a creature within 30 feet. The bearer can attempt a Will save.

- **Critical Success** The item is unaffected, and the digital ghost can't use Malware Infection for 1 week.
- **Success** The item is unaffected.
- **Failure** The item becomes glitching 2.
- **Critical Failure** The item becomes glitching 2, and an offline digital ghost based on the bearer is created on the device in 2d4 days.

**Virtual Arms** (tech) A digital ghost's weapons deal mental damage, have the *ghost killer* upgrade, and disappear if dropped.

## DIGITAL GHOST VIDGAMER

Some vidgamers are so terminally online that they can manifest as a digital ghost.

### DIGITAL GHOST VIDGAMER — CREATURE 4

MEDIUM | CONSTRUCT | INCORPOREAL | TECH

**Perception** +11; darkvision, techsense (imprecise) 30 feet

**Languages** Common

**Skills** Computers +10, Infosphere Lore +12, Society +10, Vidgame Lore +12

**Str** –5, **Dex** +3, **Con** +0, **Int** +5, **Wis** +2, **Cha** +2

**AC** 18; **Fort** +8, **Ref** +11, **Will** +14

**HP** 45, backup; **Immunities** see above; **Resistances** see above

**Device Bound**

**Speed** fly 25 feet

**Melee** ❖ *vidgame glove* +9 (agile, finesse, tech), **Damage** 2d6+4 mental

**Ranged** ❖ *light gun* +14 (range increment 30 feet, tech), **Damage** 2d8+4 mental

**Malware Infection** ❖❖❖ (concentrate, tech) DC 21

**Virtual Arms** (tech)

### BUILDING DIGITAL GHOSTS

Note that the digital ghost vidgamer is built from the ground up, rather than by applying the digital ghost rules to another creature, so its numbers might not exactly match the values listed under Creating a Digital Ghost. This is usually the better way to go if you have the time, as it allows you to handcraft a digital ghost for each situation.


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### DOMINION LACKEYS

No one knows the origins or home world of alloids—these creatures are subservient to the rest of the Dominion. Though they pursue the Dominion's agenda unquestioningly, they have no say in it. Alloids frequently flee or submit themselves to eternally float in the vacuum of space rather than be captured or give up any knowledge of their origins, likely out of fear of Dominion retaliation.

## DOMINION OF THE BLACK

Before the Gap, the Dominion of the Black had a strong presence on Aucturn and would occasionally invade other planets, such as Lost Golarion, in search of brains to devour and in pursuit of other mysterious agendas. Now, the people of the Pact Worlds understand that the Dominion has secret bases across the galaxy—the Pact Worlds might draw their attention from time to time, but their missions take them to many worlds and many star systems.

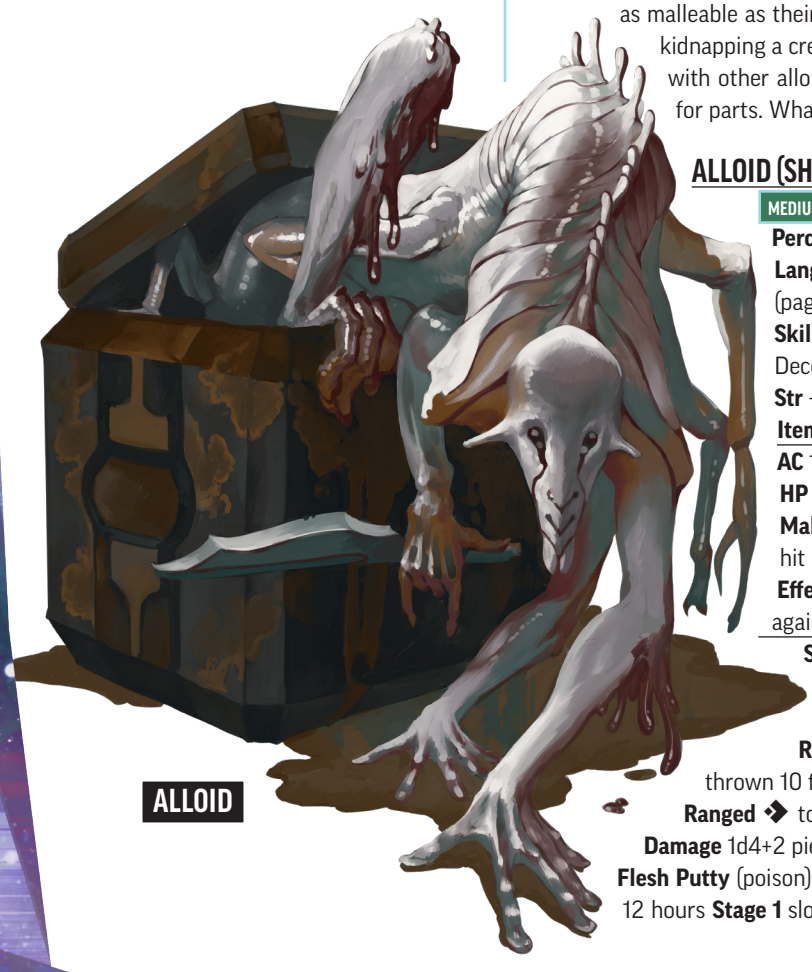
The Dominion creatures most commonly seen by others are mere scouts, while more powerful members of the Dominion conglomeration emerge only rarely to terrorize society. Stories of these creatures are as few as the scant number of people who survive such encounters—most spacefarers know to immediately flee any ship or territory with signs of Dominion presence.

### ALLOID (SHIP STEALER)

Alloids are interplanetary scavengers sent by the Dominion of the Black to plague the galaxy. These tall, thin, and spindly creatures appear to have metallic sheens to their smooth skin, often in copper or gold tones. An alloid's surprisingly pliable physiology allows them to mold their physical form to fit into tight spaces or stretch paper-thin against surfaces. It's rumored they can, with great effort, even mimic other people.

While few enough people have encountered alloids for the name to truly catch on, they've become colloquially known as "ship stealers" in the Pact Worlds. They frequently travel in groups of three to five, hanging around spaceports and scoping out potential marks. They often look for smaller ships with crews not much larger than their pack or massive ships with many hiding places. They then slip aboard inside containers or backpacks, often during resupply cycles.

Once the ship is out in space and the crew settled in, the pack gets to work, ideally taking out their targets one by one with barbs that make their prey's flesh as malleable as their own, allowing them to easily hide the bodies. After kidnapping a crew, they fly the ship to places where they can link up with other alloids—or their Dominion masters—to strip the starship for parts. What they do with their living prey is unknown.



ALLOID

**ALLOID (SHIP STEALER)** **CREATURE 2**

MEDIUM ABERRATION COSMIC

**Perception** +9; darkvision

**Languages** Aklo, Chthonian, Common; telepathy 30 feet (page 210)

**Skills** Acrobatics +8, Athletics +6, Computers +7, Deception +5, Piloting +10, Stealth +12

**Str** +2, **Dex** +4, **Con** +2, **Int** +3, **Wis** +0, **Cha** –1

**Items** commercial knife

**AC** 17; **Fort** +7, **Ref** +11, **Will** +5

**HP** 25; **Resistances** bludgeoning 2

**Malleable Flesh** ↻ **Trigger** The alloid is hit or critically hit by a Strike or spell attack, and they aren't off-guard; **Effect** The alloid gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ❖ knife +10 (agile, analog, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ❖ knife +10 (agile, analog, finesse, versatile S, thrown 10 feet), **Damage** 1d4+2 piercing

**Ranged** ❖ toxic barb +10 (nonlethal, range increment 20 feet), **Damage** 1d4+2 piercing plus flesh putty

**Flesh Putty** (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 12 hours **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3**

paralyzed (1 round); **Stage 4** unconscious with no Perception check to wake up (2d6 hours), and the target's body becomes permanently malleable as per Putty Form until they've completely recovered from flesh putty

**Putty Form** ❖ The alloid's body melts and molds to fit into tight spaces or stretches paper-thin against a flat surface. They gain a +2 circumstance bonus to Stealth checks to Hide and to their Stealth DC when using this ability while adjacent to walls or within tight spaces (at the GM's discretion). Alloids using this ability can squeeze into spaces, including into closed containers or through doors, as though they were Tiny. The alloid can use Putty Form again to return to their standard, more solid form.

**Sneak Attack** The alloid deals an additional 1d6 precision damage to targets that are off-guard to them.

## DEH-NOLO

Deh-nolos are the Dominion's foremost engineers, seamlessly and deviously merging technology and biological systems to create any device imaginable, from sinister weapons to massive starships to shipmind oozes. These creations are grown, not built, but they're neither cybernetics nor biotech—rather, something in between. Deh-nolos seek to understand all technology they encounter, and they believe it's their right to consume the brain of anyone they think might help them better understand an unfamiliar device. Then again, deh-nolos have no qualms about consuming brains for nearly any reason, seeing all forms of life outside the Dominion as lesser beings.

While mostly organic, deh-nolos can concentrate their shimmering liquid metal secretions into foul crystals that they can use as projectiles or mechanical components for their twisted inventions. A casual onlooker might assume these creations are biotechnological in nature, as they often look like atrophied organs and mutated body parts held together by seemingly crude or incomplete circuitry. Those who attempt to incorporate deh-nolo technology into their bodies as augmentations typically experience terrible pain and grisly deaths, even if they somehow manage to isolate or drain the toxins naturally produced by a deh-nolo's alien flesh. Even less intrusive experiments with deh-nolo technology are unpredictable and dangerous, and the results of a "successful" outcome are disturbing at best.

### DEH-NOLO CREATURE 14

LARGE ABERRATION COSMIC

**Perception** +27; darkvision, thoughtsense 120 feet

**Languages** Aklo, Chthonian, Common, any four others (see brain sacs); telepathy 120 feet (page 210)

**Skills** Acrobatics +25, Arcana +28, Athletics +25, Computers +28, Lore (all subcategories) +28, Medicine +25, Occultism +28, Stealth +25

**Str** +5, **Dex** +5, **Con** +8, **Int** +8, **Wis** +5, **Cha** +5

**Thoughtsense** The deh-nolo senses a creature's mental essence as a precise sense with the listed range; they can't sense mindless creatures with thoughtsense.

**AC** 35; **Fort** +26, **Ref** +23, **Will** +27; +1 status on all saves vs. magic

**HP** 260; **Immunities** confused, disease, poison; **Weaknesses** brain loss

**Brain Loss** If a deh-nolo takes 60 damage from a critical hit or takes 50 mental damage, they must succeed at a DC 34 save (Fortitude for critical damage or Will for mental damage) or one of their brain sacs is destroyed.

**Brain Sacs** A deh-nolo snatcher has four brain sacs that they use to store harvested brains. A deh-nolo knows one additional language for each brain they have stored in a brain sac, chosen from the languages that the creature knew when its brain was harvested. A deh-nolo without all four sacs full is stupefied with a value equal to the number of empty sacs.

### DEH-NOLO DESPERATION

Deh-nolos without four full brain sacs take great pains to harvest their fill, obeying their twisted addiction to gray matter and the precious information it contains. A deh-nolo with no brains at all becomes desperate and uneasy and viciously attacks any creatures they can find in their search for brains, even if those brains come from animals, beasts, or similar creatures. A deh-nolo with a full complement of brains might be dangerous, but a desperate deh-nolo is both dangerous and entirely unpredictable.

DEH-NOLO

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## OTHER DOMINION CREATURES

Jah-tohls, known as mind snatchers, are similar to deh-nolos: both harvest brains and store them in their bodies, though deh-nolos are more powerful and more likely to remain in Dominion space working on new technologies than to explore other planets. Gosregs and xoarians infiltrate humanoid societies as spies, while rhu-chaliks serve the Dominion as scouts. Chyzaedus are strange beings that joined forces with the Dominion rather than be destroyed; now, they act as a sort of "priesthood," though the Dominion's focus on entropy and destruction as divine forces makes their teachings quite unpalatable in most societies.

**Open Pustules** When the deh-nolo takes damage, pustules on their body burst, spraying foul poison. Each adjacent creature is exposed to dominion bile.

**Speed** 25 feet, fly 40 feet

**Melee** ❖ jaws +29, **Damage** 4d12+5 piercing plus dominion bile

**Ranged** ❖ synthesized projectile +29 (range increment 40 feet), **Damage** 4d8+5 piercing plus dominion bile

**Occult Innate Spells** DC 34, attack +26; **6th** *corrosive haze*, *promession*; **5th** *overload systems*, *synaptic pulse*; **4th** *translocate* (at will); **3rd** *discharge* (at will), **2nd** *instant virus* (at will)

**Dominion Bile** (poison) **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage, enfeebled 1, and slowed 1 (1 round); **Stage 3** 6d6 poison damage, enfeebled 2, and slowed 2 (1 round); **Stage 4** death

**Harvest Brain** ❖ (manipulate) The deh-nolo harvests the brain of a creature that's been dead for no more than 1 minute. They can then use an Interact action to secure the brain in one of their empty brain sacs.

## HAESHI-SHAA

Haeshi-shaas are relatively new members of the Dominion of the Black. These long-lived creatures shift unpredictably between a liquid and a gaseous form in a mysterious cycle that lasts their entire lives. In their liquid haeshi form, they're a churning, chunky fluid, while in their vaporous shaa form, they're more akin to hazy brown fog. Regardless of their form, they hum with atonal harmonies that cause great discomfort in others.

Haeshi-shaas serve as a sort of priest caste for the Dominion of the Black, each form preaching a doctrine of entropy and annihilation, though with slightly different nuances between each form. Haeshis tend toward assertive, aggressive practices, while shaas are meditative, often spending many months or years in contemplation. Haeshi-shaas believe that the most perfect and divine state of any object or being is complete separation into its most basic, individual particles. They claim (dubiously) that they can see, even predict, the journey of all things as they travel toward this ultimate entropic end.

In truth, haeshi-shaas can't even predict when they'll shift into their alternate form. Some have tried to catalyze the change by seeking out specific types of life experience or knowledge, but despite the many claims to the contrary, there are no verified instances of a haeshi-shaa forcing the change. Most choose to simply await their next transformation, during which time they have many centuries to spread the Dominion's disturbing doctrines and pursue their inscrutable agendas.

### Haeshi Form

A haeshi-shaa in their haeshi form is aggressive and persistent, unlikely to back down from an argument or a fight unless their life is in danger. While aggressive, haeshis are far from foolish; they prepare carefully for any encounter and often have dozens of nested contingencies to fall back on should any situation evolve beyond their control.

### HAESHI-SHAA (HAESHI FORM) CREATURE 12

LARGE ABERRATION COSMIC

**Perception** +24; darkvision, lifesense (imprecise) 100 feet (page 209)

**Languages** Aklo, Chthonian, Common; telepathy 100 feet (page 210)

**Skills** Acrobatics +25, Athletics +21, Life Science Lore +20, Physical Science Lore +20, Religion +21

**Str** +7, **Dex** +5, **Con** +4, **Int** +4, **Wis** +5, **Cha** +4

**AC** 32; **Fort** +22, **Ref** +19, **Will** +23; +1 status on all saves vs. magic

**HP** 260, fast healing 5 (page 209); **Immunities** bleed, critical hits, disease, paralyze, precision, unconscious, visual; **Resistances** cold 10, fire 10

**Frenetic Death** (mental) When killed, a haeshi explodes in a wave of psychic energy, dealing 13d6 mental damage to all creatures in a 20-foot burst (DC 29 basic Will save).

**No Breath** (page 209)

**Stench** (aura, olfactory) 30 feet, DC 29 (page 210)

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**Speed** 10 feet, fly 60 feet; compression

**Melee** ❖ tendril +26 (reach 10 feet), **Damage** 3d10+14 bludgeoning plus viral vapor

**Ranged** ❖ sonic bolt +24 (range increment 100 feet, sonic), **Damage** 3d8+12 sonic

**Occult Innate Spells** DC 29; **4th** *mind skewer*; **3rd** *fear* (×3); **1st** *force barrage* (at will)

**Compression** A haeshi can move through a gap at least 2 feet wide without Squeezing and can Squeeze through a gap at least 1 foot wide.

**Viral Vapor** (disease) **Saving Throw** DC 32 Fortitude; **Stage 1** carrier (1 day); **Stage 2** the creature becomes partially vaporous and treats all other creatures as concealed (1 day); **Stage 3** the creature is incorporeal and unconscious (1 day); **Stage 4** the creature dies, and its body dissipates into fine particles

### Shaa Form

While demonstrably more powerful while in shaa form, haeshi-shaas tend to spend this portion of their lives in careful contemplation. A shaa interrupted in their contemplation is a vengeful enemy indeed.

## HAESHI-SHAA (SHAA FORM) CREATURE 16

LARGE ABERRATION COSMIC INCORPOREAL

**Perception** +30; darkvision, lifesense (imprecise) 100 feet (page 209)

**Languages** Aklo, Chthonian, Common; telepathy 100 feet (page 210)

**Skills** Acrobatics +33, Athletics +25, Life Science Lore +27, Physical Science Lore +27, Religion +28

**Str** +5, **Dex** +9, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6

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**AC** 38; **Fort** +26, **Ref** +29, **Will** +28; +1 status on all saves vs. magic

**HP** 300, fast healing 10 (page 209); **Immunities** bleed, critical hits, disease, paralyze, poison, precision, unconscious, visual; **Resistances** all damage 12 (except force, *ghost killer*, or spirit; double resistance vs. non-magical)

**No Breath** (page 209)

**Stench** (aura, olfactory) 30 feet, DC 34 (page 210)

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**Speed** 10 feet, fly 60 feet

**Melee** ❖ tendril +28 (reach 10 feet), **Damage** 3d10+5 bludgeoning plus viral vapor

**Ranged** ❖ sonic bolt +30 (range increment 100 feet, sonic), **Damage** 4d8+14 sonic

**Occult Innate Spells** DC 37, attack +29; **8th** *phantasmal fleet*; **6th** *truesight*; **5th** *heal* (×3), *mind probe* (at will), *synaptic pulse* (×3); **4th** *cleanse affliction* (×3); **3rd** *fear* (at will)

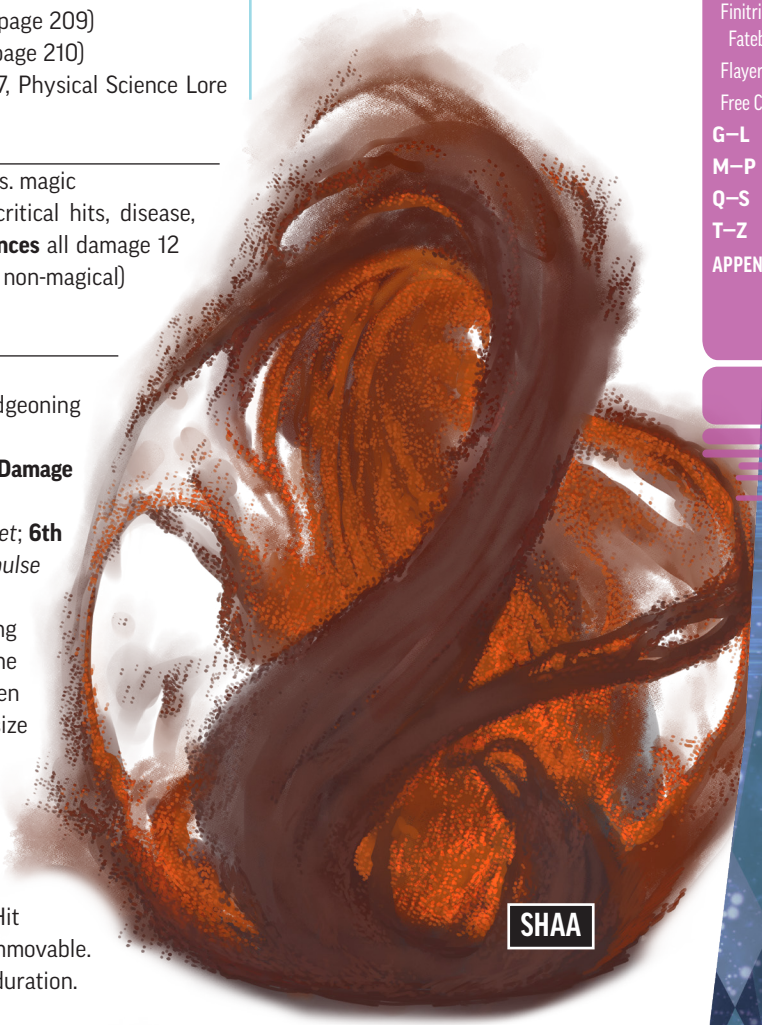
**Expand** ❖❖❖ The shaa spreads their matter thin, becoming Gargantuan and gaining a space and reach of 20 feet. The shaa can take only purely mental actions or use Thicken while in this state. A shaa can return to their normal size by spending a single action, which has the concentrate trait.

**Thicken** ❖❖❖ The shaa agitates their molecules and becomes semitransparent and virtually impenetrable for 1 minute. In this form, the shaa isn't incorporeal, gains resistance 25 to all damage, and gains 150 temporary Hit Points for 1 minute. They can take no actions and are immovable. The shaa reverts to their natural form at the end of the duration.

**Viral Vapor** (disease) As haeshi form, but DC 37.

## HAESHI-SHAA LIFE CYCLE

Haeshi-shaas never know when they'll shift into their alternate form. Whether they seek to cause the change, or wait for it to occur, none can truly claim to understand the transformation. Haeshi-shaas live for about 25,000 years, and most will shift many hundreds or thousands of times in their life cycles. Eventually, they deteriorate and completely dissipate, their particles spreading across the cosmos. A haeshi-shaa can't predict this final cycle any more than they can predict their other transformations, but a haeshi-shaa more than 20,000 years old tends to travel the galaxy at a faster pace, as if trying to see it all before their inevitable end.

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### SHAPE-CHANGING DRAGONS

Though it's uncommon, some dragons can take humanoid forms. They gain the following ability.

**Change Shape** ❖ (concentrate, polymorph) The dragon takes on the appearance of any Small or Medium humanoid (page 208). This doesn't change their Speed or attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

## DRAGON

All dragons across the galaxy are fierce, cunning, and strongly connected to magic. Many dragons, especially those who trace their lineage to pre-Gap worlds, are confined to the planets where they're born and live their long lives without ever traveling to other worlds. Spacefaring people have had increasingly frequent encounters with creatures once known as "outer dragons," those who can travel through the vastness of space. Now, most people simply call them "dragons," though dragons who aren't native to the planet they're visiting (or invading) might be called "alien dragons" by the people contending with them. Whatever their origin, these alien dragons, like others who have existed for millennia, grow in size, strength, willpower, and magical might as they age.

### DRACONIC SPELLCASTERS

To make a dragon spellcaster, remove the dragon's Draconic Frenzy and draconic momentum abilities, and give them the spells outlined in their associated sidebar. You can swap out any number of these spells with others on a one-for-one basis. You might also increase the dragon's Intelligence, Wisdom, or Charisma modifier by 1 or 2 to reflect their mastery of magic.

ADULT ABYSIUM DRAGON

### ABYSIUM DRAGON

Drawing on radiation as both a force of destruction and a source of energy, abysium dragons are tied to the radioactive starmetal of the same name. These dragons grow deposits of pure abysium in their bodies, becoming more radioactive as they age, causing aggression, agitation, and even loneliness since not many creatures can long survive the company of an aging abysium dragon. Abysium dragons frequently turn to pursuits such as augmentation and weapon crafting (to take advantage of their innate power source) and the construction of robots (to keep them company). This work drives abysium dragons to seek out sturdy, radiation-resistant materials they can use for crafting, and they often spend years at a time scouring small moons and asteroids in search of precious materials.

#### YOUNG ABYSIUM DRAGON — CREATURE 9

LARGE | ARCANE | COSMIC | DRAGON

**Perception** +16; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic

**Skills** Acrobatics +17, Arcana +16, Athletics +21, Crafting +16, Deception +14, Intimidation +14, Stealth +15, Survival +16

**Str** +6, **Dex** +2, **Con** +4, **Int** +5, **Wis** +3, **Cha** +3

**AC** 26; **Fort** +19, **Ref** +17, **Will** +18; +1 status to all saves vs. magic

**HP** 190; **Immunities** paralyzed, radiation, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 25 (page 209)

**Radioactive Aura** (aura, disease) 90 feet. A creature that enters the radioactive aura must attempt a DC 25 Fortitude save against severe radiation sickness (*Starfinder GM Core* 91). It's then temporarily immune to radioactive aura for 10 minutes.

**Speed** 30 feet, climb 30 feet, fly 120 feet

**Melee** ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d8+9 piercing plus 2d6 fire

**Melee** ❖ claws +21 (agile, magical), **Damage** 2d10+9 slashing

**Melee** ❖ tail +19 (magical, reach 15 feet), **Damage** 2d12+9 bludgeoning

**Ranged** ❖ artillery laser +19 (range increment 90 feet), **Damage** 2d8+9 fire

**Arcane Spontaneous Spells** DC 28, attack +20; **5th** (1 slot) *fireball*, *toxic cloud*, *unfettered movement*; **Cantrips (5th)** *detect magic*, *ignition*

**Control Radiation** Abysium dragons have ultimate control over the radioactive energy that grows within their bodies. Any time an abysium dragon deals fire or poison damage, they can choose whether that damage is magical, and they

can change any amount of the fire damage to poison (or any amount of poison damage to fire).

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** The dragon recharges their Radiation Breath whenever they score a critical hit with a Strike.

**Radiation Breath** ❖❖ (arcane, fire, poison, radiation) The dragon breathes a blast of caustic superheated gas that deals 5d6 fire damage and 3d12 persistent poison damage in a 30-foot cone (DC 28 basic Fortitude save). They can't use Radiation Breath again for 1d4 rounds.

## ADULT ABYSIUM DRAGON — CREATURE 13

HUGE | ARCANE | COSMIC | DRAGON

**Perception** +22; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic

**Skills** Acrobatics +22, Arcana +24, Athletics +27, Crafting +22, Deception +20, Intimidation +20, Stealth +20, Survival +25

**Str** +8, **Dex** +3, **Con** +6, **Int** +7, **Wis** +5, **Cha** +5

**AC** 32; **Fort** +25, **Ref** +22, **Will** +22; +1 status to all saves vs. magic

**HP** 290; **Immunities** paralyzed, radiation, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 30 (page 209)

**Radioactive Aura** (aura, disease) 90 feet. As young abysium dragon, but DC 30 and extreme radiation sickness (*Starfinder GM Core* 91).

**Speed** 40 feet, climb 40 feet, fly 140 feet

**Melee** ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d8+11 piercing plus 2d6 fire

**Melee** ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d10+11 slashing

**Melee** ❖ tail +25 (magical, reach 20 feet), **Damage** 3d12+11 bludgeoning

**Ranged** ❖ artillery laser +25 (range increment 90 feet), **Damage** 2d10+10 fire

**Arcane Spontaneous Spells** DC 33, attack +25; **7th** (2 slots) *fireball*, *rocket dash*, *toxic cloud*, *unfettered movement*; **Cantrips (6th)** *detect magic*, *ignition*

**Abysium Maelstrom** ❖ (force, magical) If the next action the dragon uses is Radiation Breath, the radiation becomes supercharged with arcane power. Each creature that fails its save against Radiation Breath takes 3d6 persistent force damage as the supercharged radiation tears it apart from within. Each creature that critically fails its save is also slowed 1 as long as it has this persistent force damage.

**Control Radiation** As young abysium dragon.

**Draconic Frenzy** ❖❖ As young abysium dragon.

**Draconic Momentum** As young abysium dragon.

**Radiation Breath** ❖❖ (fire, primal) As young abysium dragon, but 40-foot cone, 7d6 fire damage and 4d12 persistent poison damage, and DC 33.

## ANCIENT ABYSIUM DRAGON — CREATURE 18

UNCOMMON | GARGANTUAN | ARCANE | COSMIC | DRAGON

**Perception** +29; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic

**Skills** Acrobatics +30, Arcana +28, Athletics +32, Crafting +28, Deception +26, Intimidation +26, Stealth +27, Survival +28

**Str** +8, **Dex** +4, **Con** +8, **Int** +8, **Wis** +6, **Cha** +6

**AC** 40; **Fort** +31, **Ref** +29, **Will** +30; +1 status to all saves vs. magic

**HP** 415; **Immunities** paralyzed, radiation, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 37 (page 209)

**Radioactive Aura** (aura, disease) 90 feet. As young abysium dragon, but DC 37 and incredible radiation sickness (*Starfinder GM Core* 91).

**Speed** 50 feet, climb 50 feet, fly 200 feet

**Melee** ❖ jaws +36 (magical, reach 20 feet), **Damage** 3d8+15 piercing plus 3d6 fire

**Melee** ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+15 slashing

**Melee** ❖ tail +34 (magical, reach 25 feet), **Damage** 3d12+15 bludgeoning

## ABYSIUM DRAGON SPELLCASTERS

Abysium dragon spellcasters tend to cast the following spells.

### Young Abysium Dragon

**Arcane Prepared Spells** DC 28, attack +20; **4th** *confusion*, *fireball*, *translocate*, *vapor form*; **3rd** *blindness*, *haste*, *slow*; **2nd** *mist*, *see the unseen*, *sound body*; **1st** *command*, *grease*, *sleep*; **Cantrips (4th)** *analyze target*, *caustic blast*, *prestidigitation*, *measure*, *read aura*

### Adult Abysium Dragon

**Arcane Prepared Spells** DC 33, attack +25; as young abysium dragon, plus **6th** *fireball*, *slice reality*, *x-ray vision*; **5th** *control machine*, *overload systems*; **Cantrips (6th)** *analyze target*, *caustic blast*, *prestidigitation*, *measure*, *read aura*

### Ancient Abysium Dragon

**Arcane Prepared Spells** DC 40, attack +32; as adult abysium dragon, plus **8th** *gravity field*, *earthquake*, *fireball*; **7th** *energy aegis*, *fireball*, *wall of steel*; **Cantrips (8th)** *analyze target*, *caustic blast*, *prestidigitation*, *measure*, *read aura*

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## ABYSIUM DRAGON LAIRS

Any place with intense radiation—whether an abandoned nuclear reactor, a starship with a nuclear engine in meltdown, or a radioactive moon—is an attractive lair for an abysium dragon. They might also visit asteroids with raw abysium deposits or tremendous amounts of precious metal, slowly gathering the material to return it to their lair.

ADULT AKASHIC DRAGON

**Ranged** ❖ artillery laser +34 (range increment 90 feet), **Damage** 2d10+15 fire

**Arcane Spontaneous Spells** DC 40, attack +32; **9th** (3 slots) *atomic blast*, *fireball*, *rocket dash*, *toxic cloud*, *unfettered movement*, *wall of plasma* **Cantrips (9th)** *detect magic*, *ignition*; **Constant (4th)** *fire shield*

**Abysium Maelstrom** ❖ (force, magical) As adult abysium dragon, but 4d6 persistent force damage.

**Control Radiation** As young abysium dragon.

**Draconic Frenzy** ❖❖ As young abysium dragon.

**Draconic Momentum** As young abysium dragon.

**Radiation Breath** ❖❖ (fire, primal) As young abysium dragon, but 60-foot cone, 10d6 fire damage and 5d12 persistent poison damage, and DC 40.

**Recharge with Radiation** ❖ **Frequency** once per day; **Requirements** The dragon is within 60 feet of a source of incredible radiation other than any abysium dragon; **Effect** The dragon draws on the source of radiation, regaining all their expended spontaneous spell slots.

## AKASHIC DRAGON

Though rarely encountered outside their crumbling, relic-filled lairs, Akashic dragons occasionally live in hubs of knowledge, such as bustling space stations or cities. These dragons, bestowed with a direct connection to the Akashic Record, are arrogant curators of knowledge, assuming (often correctly) that no other being could possibly have a deeper understanding of the universe's secrets. Akashic dragons spend extensive time in the Akashic Record, often emerging after what they perceive as many days while mere hours have passed for the rest of the galaxy.

### YOUNG AKASHIC DRAGON — CREATURE 8

LARGE | COSMIC | DRAGON | OCCULT

**Perception** +21; darkvision

**Languages** Common, Draconic, and five additional languages

**Skills** Acrobatics +13, Akashic Record Lore +18, Arcana +18, Intimidation +15, Nature +15, Occultism +18, Religion +15

**Str** +4, **Dex** +4, **Con** +2, **Int** +6, **Wis** +3, **Cha** +2

**Akashic Eye** (occult) Instead of using their own memories, an Akashic dragon can ascertain information from the Akashic Records. This gives it the Akashic Record Lore skill, which it can use to Recall Knowledge of any kind.

**AC** 26, all-around vision (page 208); **Fort** +13, **Ref** +15, **Will** +17; +2 status to all saves vs. occult

**HP** 130; **Immunities** paralyzed, sleep, stupefied

**Akashic Interference** (aura, occult) 90 feet. The swirl of constant uploads and downloads near the Akashic dragon make attempts to Recall Knowledge unpredictable. A creature other than an akashic dragon that enters or begins its turn in the area must attempt a DC 23 Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this dragon's Akashic interference for 1 minute.

**Critical Success** For 1 round, when the creature attempts to Recall Knowledge, it gains a +3 status bonus to its check.

**Success** The creature is unaffected.

**Failure** For 1 round, when the creature attempts to Recall Knowledge, it takes a –3 status penalty to its check.

**Critical Failure** As failure, but the effect lasts 1 minute.

**Deflecting Lasers** ↻ (occult) **Trigger** The dragon is critically hit by an attack; **Effect** The young Akashic dragon raises a web of deflecting lasers using the eyes embedded all over their body, gaining resistance 8 to all damage against the triggering attack and absorbing some of the blow's energy, recharging their

Akashic Barrage. If the Akashic dragon has succeeded at a Recall Knowledge check against the creature in the last minute, they gain resistance 11 instead.

**Speed** 30 feet, fly 120 feet

**Melee** ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d10+6 piercing plus records of the enemy

**Melee** ❖ claw +20 (agile, magical), **Damage** 2d8+6 slashing

**Melee** ❖ tail +18 (magical, reach 15 feet), **Damage** 2d12+6 bludgeoning

**Ranged** ❖ laser beam +18 (magical, fire, range 90 feet), **Damage** 2d6+9 fire

**Occult Innate Spells** DC 26; **7th** *interplanar teleport* (at will; self only; to and from Akashic Record and the Universe only); **4th** *Akashic download* (at will), *clairvoyance*, *confusion*

**Akashic Adaptability** The Akashic dragon can activate magic and tech items with the Cast a Spell activation of any tradition as if the spells they contain were occult spells.

**Akashic Barrage** ❖❖ (fire, mental, occult) The dragon condenses cutting truths and fiery revelations from the Akashic Record into sizzling laser fire that they project as a cone from their primary eye to assail their foes. This deals 10d6 fire damage in a 30-foot cone (DC 26 basic Reflex save). If a creature critically fails its Reflex save against Akashic Barrage and the Akashic dragon has succeeded at a check to Recall Knowledge about the creature in the last minute, the creature becomes stupefied 1 for 1 round. The dragon can't use Akashic Barrage again for 1d4 rounds.

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** The dragon recharges their Akashic Barrage whenever they score a critical hit with a Strike.

**Records of the Enemy** The first time each encounter the Akashic dragon hits and deals damage to a creature with their jaws Strike, they receive information about the creature as if they'd succeeded at a check to Recall Knowledge about that creature.

## ADULT AKASHIC DRAGON CREATURE 12

HUGE | COSMIC | DRAGON | OCCULT

**Perception** +26; darkvision

**Languages** Common, Draconic, and seven additional languages

**Skills** Acrobatics +19, Akashic Records Lore +26, Arcana +27, Intimidation +21, Nature +22, Occultism +26, Religion +22,

**Str** +6, **Dex** +5, **Con** +3, **Int** +8, **Wis** +4, **Cha** +3

**Akashic Eye** (occult) As young Akashic dragon.

**AC** 32, all-around vision (page 208); **Fort** +19 **Ref** +23, **Will** +26; +2 status to all saves vs. occult

**HP** 210; **Immunities** paralyzed, sleep, stupefied

**Akashic Interference** (aura, occult) 90 feet. As young Akashic dragon, but DC 28.

**Deflecting Lasers** ↷ (occult) As young Akashic dragon, except gains resistance 15 (or resistance 20, if they succeeded at a Recall Knowledge check).

**Speed** 40 feet, fly 160 feet

**Melee** ❖ jaws +25 (magical, reach 15 feet), **Damage** 3d10+10 piercing plus records of the enemy

**Melee** ❖ claw +25 (agile, magical, reach 10 feet), **Damage** 3d8+10 slashing

**Melee** ❖ tail +23 (magical, reach 20 feet), **Damage** 3d12+10 bludgeoning

**Ranged** ❖ laser beam +24 (magical, fire, range 90 feet), **Damage** 3d6+11 fire

**Occult Innate Spells** DC 32; **7th** *interplanar teleport* (at will; self only; to and from Akashic Record and the Universe only); **6th** *Akashic download* (at will), *clairvoyance*, *confusion*, *mind reading*, *truesight*

**Akashic Adaptability** As young Akashic dragon.

**Akashic Barrage** ❖❖ (fire, mental, occult) As young Akashic dragon, but 14d6 fire damage and DC 33.

**Draconic Frenzy** ❖❖ As young Akashic dragon.

**Draconic Momentum** As young Akashic dragon.

**Records of the Enemy** As young Akashic dragon.

## AKASHIC DRAGON SPELLCASTERS

Akashic dragon spellcasters tend to cast the following spells.

### Young Akashic Dragon

**Occult Prepared Spells** DC 26, attack +20; **3rd** *clairaudience*, *haste*, *hypercognition*, **2nd** *humanoid form*, *stupefy*, *translate*; **1st** *delete*, *disguise magic*, *sure strike*; **Cantrips (3rd)** *analyze target*, *daze*, *detect magic*, *read aura*, *shield*

### Adult Akashic Dragon

**Occult Prepared Spells** DC 32, attack +27; as young Akashic dragon, plus **5th** *scouting eye*, *subjective reality*, *truespeech*; **4th** *clairvoyance*, *eldritch wrath*, *weight of ages*; **Cantrips (5th)** *analyze target*, *daze*, *detect magic*, *read aura*, *shield*

### Ancient Akashic Dragon

**Occult Prepared Spells** DC 39, attack +34; as adult Akashic dragon, plus **8th** *disappearance*, *pinpoint*; **7th** *interplanar teleport*, *planar seal*, *retrocognition*; **6th** *never mind*, *scrying*, *truesight*; **Cantrips (8th)** *analyze target*, *daze*, *detect magic*, *read aura*, *shield*

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## AKASHIC DRAGON LAIRS

Akashic dragons spend a great deal of time visiting the plane of the Akashic Record itself, but when they make their own lairs, they prefer abandoned sites of scholarly import, such as libraries, monasteries, and museums.

**Shocking Revelation** ◆◆ (auditory, emotion, mental, occult) **Requirements** The dragon has successfully Recalled Knowledge about an enemy within 90 feet within the last minute; **Effect** The dragon utters a shocking truth about the creature that even it might not know, causing it and its allies to hesitate or act erratically. Every enemy within 90 feet that can hear the secret must attempt a DC 31 Will save. Each creature is then immune to Shocking Revelation for 24 hours.
**Critical Success** The creature is unaffected.
**Success** The creature is slowed 1 for 1 round.
**Failure** The creature is slowed 2 for 1 round.
**Critical Failure** The creature is confused for 1 round.

### ANCIENT AKASHIC DRAGON — CREATURE 17

UNCOMMON | GARGANTUAN | COSMIC | DRAGON | OCCULT

**Perception** +32; darkvision
**Languages** Common, Draconic; *truespeech*
**Skills** Acrobatics +28, Akashic Records Lore +32, Arcana +33, Intimidation +29, Nature +30, Occultism +32, Religion +30
**Str** +8, **Dex** +5, **Con** +5, **Int** +9, **Wis** +5, **Cha** +4
**Akashic Eye** (occult) As young Akashic dragon.

**AC** 40, all-around vision (page 208); **Fort** +26, **Ref** +30, **Will** +32; +2 status to all saves vs. occult
**HP** 310; **Immunities** paralyzed, sleep, stupefied
**Akashic Interference** (aura, occult) 90 feet. As young Akashic dragon, but DC 38.
**Deflecting Lasers** ↻ (occult) As young Akashic dragon, except gains resistance 20 (or resistance 30, if they succeeded at a Recall Knowledge check).

**Speed** 50 feet, fly 200 feet
**Melee** ◆ jaws +33 (magical, reach 20 feet), **Damage** 3d10+17 piercing
**Melee** ◆ claw +33 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing
**Melee** ◆ tail +33 (magical, reach 25 feet), **Damage** 3d12+17 bludgeoning
**Ranged** ◆ laser beam +30 (magical, fire, range 90 feet), **Damage** 3d6+17 fire
**Occult Innate Spells** DC 39; **9th** *Akashic download* (at will), *clairvoyance*, *confusion*, *foresight*, *interplanar teleport* (at will; self only; to and from Akashic Record and the Universe only), *mind reading*, *telekinetic tantrum*, *truesight*; **Constant (9th)** *truespeech*
**Akashic Adaptability** As young Akashic dragon.
**Akashic Barrage** ◆◆ (fire, mental, occult) As young Akashic dragon, but 18d6 fire damage and DC 38.
**Draconic Frenzy** ◆◆ As young Akashic dragon.
**Draconic Momentum** As young Akashic dragon.
**Shocking Revelation** ◆◆ (auditory, emotion, mental, occult) As adult Akashic dragon, but DC 38.
**Records of the Enemy** As young Akashic dragon.

## COSMIC DRAGON

These majestic dragons embody the stellar forces that underly and balance all that exists in the universe. Cosmic dragons are wise, social, and patient beings, accepting of all whom they come across; they see all creatures as equal components of the universe and are just as likely to be found discussing astrophysics in the company of scholars as they are to be found lamenting the twists and turns of fate in the company of the downtrodden. Most cosmic dragons can change their shape, though they usually only do so to make other creatures comfortable. They detest deception and always introduce themselves as dragons even while in another form.

### YOUNG COSMIC DRAGON — CREATURE 10

LARGE | COSMIC | DIVINE | DRAGON

**Perception** +22; darkvision, lifesense (imprecise) 30 feet (page 209), scent (imprecise) 60 feet
**Languages** Common, Diabolic, Draconic, Empyrean, Utopian; *truespeech*

**Skills** Acrobatics +17, Athletics +19, Diplomacy +21, Lore (any two planes) +21, Physical Science Lore +21, Religion +20, Society +19

**Str** +5, **Dex** +3, **Con** +5, **Int** +3, **Wis** +6, **Cha** +5

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**AC** 30; **Fort** +19, **Ref** +17, **Will** +22; +2 status to all saves vs. divine

**HP** 175; **Immunities** drained, paralyzed, sleep

**Attunement Aura** (aura, divine) 60 feet. All allied creatures in the aura gain a +5-foot status bonus to Speeds (if the dragon is photon-attuned), or all enemies take a –5-foot status penalty to Speeds (if the dragon is graviton-attuned).

**Reactive Strike** ↻ (page 209)

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**Speed** 40 feet, fly 100 feet

**Melee** ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d12+11 piercing plus cosmic attunement

**Melee** ❖ claw +21 (agile, magical), **Damage** 2d8+11 slashing plus cosmic attunement

**Melee** ❖ tail +19 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus cosmic attunement

**Ranged** ❖ cosmic blast +19 (divine, magical, range 120 feet), **Damage** 3d6+7 bludgeoning or fire (see cosmic attunement)

**Divine Innate Spells** DC 26; **5th** *sending*; **3rd** *life seal* (at will); **Constant (5th)** *truespeech*

**Cosmic Attunement** (divine) The cosmic dragon is always attuned to an underlying stellar force: either photons or gravitons. They can swap attunement as a free action once at the start of their turn in combat and is otherwise attuned to whichever force they choose at any time outside of combat. The dragon's melee Strikes deal an additional 2d6 fire damage while they're photon-attuned and an additional 1d6 bludgeoning damage plus Knockdown (page 209) while they're graviton-attuned. The damage of their cosmic blast Strike is likewise determined by their current attunement, as are the effects of some of their other abilities. The dragon can choose to exclude any creatures from any effect of the aura or action that uses the aura.

The dragon can always sense the distance and direction to the nearest *Drift beacon* and to the *Starstone* on Absalom Station.

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** The dragon recharges their Stellar Breath whenever they score a critical hit with a Strike.

**Stellar Breath** ❖❖ (divine, spirit) The dragon unleashes divine power like that from the core of a star or black hole, dealing 7d10 spirit damage in a 30-foot cone (DC 29 basic Will save). The dragon can't use Stellar Breath for 1d4 rounds.

**Stellar Mote** ❖ The dragon conjures a mote of stellar energy that shares their current attunement. They direct the mote to a square within 90 feet. While the mote is deployed, the dragon's attunement aura also emanates from that square, with the same emanation radius. The dragon can Sustain to move the mote up to 90 feet or to recall the mote from any distance. The mote is made of cosmic energy, doesn't occupy a space, and can't be targeted or destroyed by any effect.

**Stellar Pulse** ❖❖ (concentrate, divine) The dragon imposes an effect on creatures within their attunement aura. The effect is based on the dragon's current attunement. The dragon can't use Stellar Pulse again for 1d4 rounds.

- **Graviton** Each creature must succeed at a DC 29 Fortitude save or be immobilized for 1 round.
- **Photon** Each creature becomes quickened and can use the extra action only to Stride or Strike.

## ADULT COSMIC DRAGON CREATURE 14

HUGE COSMIC DIVINE DRAGON

**Perception** +28; darkvision, lifesense (imprecise) 30 feet (page 209), scent (imprecise) 60 feet

**Languages** Common, Diabolic, Draconic, Empyrean, Utopian; *truespeech*

**Skills** Acrobatics +22, Athletics +25, Diplomacy +28, Lore (any two planes) +28, Physical Science Lore +28, Religion +24, Society +26

## COSMIC DRAGON SPELLCASTERS

Cosmic dragon spellcasters tend to cast the following spells.

### Young Cosmic Dragon

**Divine Prepared Spells** DC 26, attack +18; **4th** *clear mind*, *heal*, *planar tether*; **3rd** *cleanse affliction*, *environmental endurance*, *heroism*; **2nd** *calm*, *see the unseen*, *status*, *translate*; **1st** *infuse vitality*, *sanctuary*, *spirit link*; **Cantrips (4th)** *detect magic*, *forbidding ward*, *guidance*, *reorient*, *stabilize*

### Adult Cosmic Dragon

**Divine Prepared Spells** DC 31, attack +23; as young cosmic dragon, plus **6th** *heroism*, *repulsion*, *truesight*, *x-ray vision*; **5th** *banishment*, *resist energy*, *sending*; **Cantrips (6th)** *detect magic*, *forbidding ward*, *guidance*, *reorient*, *stabilize*

### Ancient Cosmic Dragon

**Divine Prepared Spells** DC 38, attack +30; as adult cosmic dragon, plus **9th** *foresight*, *heroism*, *teleport*; **8th** *clear mind*, *singularity seed*, *sound body*; **7th** *dispel magic*, *energy aegis*, *interplanar teleport*; **Cantrips (9th)** *detect magic*, *forbidding ward*, *guidance*, *reorient*, *stabilize*

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## COSMIC DRAGON LAIRS

These socially inclined dragons tend to live among humanoid people in bustling cities, making their lairs nearby. Some cosmic dragons prefer relatively humble homes, but others—especially those who live in conflict-ridden areas—make their homes in impressive fortified towers.

ADULT COSMIC DRAGON

**Str** +7, **Dex** +4, **Con** +7, **Int** +4, **Wis** +8, **Cha** +6

**AC** 36; **Fort** +25, **Ref** +22, **Will** +28; +2 status to all saves vs. divine

**HP** 255; **Immunities** drained, paralyzed, sleep

**Attunement Aura** (aura, divine) 60 feet. As young cosmic dragon.

**Reactive Strike** ↻ (page 209)

**Speed** 60 feet, fly 140 feet

**Melee** ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d12+14 piercing plus cosmic attunement

**Melee** ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus cosmic attunement

**Melee** ❖ tail +25 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning plus cosmic attunement

**Ranged** ❖ cosmic blast +25 (divine, magical, range 120 feet), **Damage** 4d6+9 bludgeoning or fire (see cosmic attunement)

**Divine Innate Spells** DC 31; **7th** *eclipse burst*, *sunburst*; **5th** *sending*; **3rd** *life seal* (at will); **Constant (5th)** *truespeech*

**Cosmic Attunement** (divine) As young cosmic dragon.

**Draconic Frenzy** ❖❖ As young cosmic dragon.

**Draconic Momentum** As young cosmic dragon.

**Stellar Breath** ❖❖ (divine, spirit) As young cosmic dragon, but a 40-foot cone, 10d10 spirit damage, and DC 34.

**Stellar Mote** ❖ As young cosmic dragon.

**Stellar Pulse** ❖❖ (concentrate, divine) As young cosmic dragon, but DC 34.

## ANCIENT COSMIC DRAGON CREATURE 19

UNCOMMON GARGANTUAN COSMIC DIVINE DRAGON

**Perception** +35; darkvision, lifesense (imprecise) 30 feet (page 209), scent (imprecise) 60 feet

**Languages** Common, Diabolic, Draconic, Empyrean, Utopian; *truespeech*

**Skills** Acrobatics +31, Athletics +34, Diplomacy +36, Lore (any two planes) +36, Physical Science Lore +36, Religion +34, Society +34

**Str** +9, **Dex** +6, **Con** +9, **Int** +5, **Wis** +9, **Cha** +7

**AC** 43; **Fort** +32, **Ref** +29, **Will** +36; +2 status to all saves vs. divine

**HP** 375; **Immunities** drained, paralyzed, sleep

**Attunement Aura** (divine) 60 feet. As young cosmic dragon.

**Reactive Strike** ↻ (page 209)

**Speed** 60 feet, fly 180 feet

**Melee** ❖ jaws +34 (magical, reach 20 feet), **Damage** 3d12+18 piercing plus cosmic attunement

**Melee** ❖ claw +32 (agile, magical, reach 15 feet), **Damage** 3d8+18 slashing plus cosmic attunement

**Melee** ❖ tail +32 (magical, reach 25 feet), **Damage** 3d10+18 bludgeoning plus cosmic attunement

**Ranged** ❖ cosmic blast +32 (divine, magical, range 120 feet), **Damage** 5d6+11 bludgeoning or fire (see cosmic attunement)

**Divine Innate Spells** DC 38; **9th** *call cosmos*; **7th** *eclipse burst*, *sunburst*; **5th** *sending*; **3rd** *life seal* (at will); **Constant (5th)** *truespeech*

**Cosmic Attunement** (divine) As young cosmic dragon.

**Draconic Frenzy** ❖❖ As young cosmic dragon.

**Draconic Momentum** As young cosmic dragon.

**Stellar Breath** ❖❖ (divine, spirit) As young cosmic dragon, but a 50-foot cone, 13d10 spirit damage, and DC 41.

**Stellar Mote** ❖ As young cosmic dragon.

**Stellar Pulse** ❖❖ (concentrate, divine) As young cosmic dragon, but DC 41, and the dragon can choose either option for each creature, regardless of their current attunement.

## HOST DRAGON

Innumerable insects follow these lumbering, ravenous dragons wherever they roam, swarming around them and living in the countless orifices along the host dragon's body. The dragon is both a part of the swarm itself and a part of the swarm's ecosystem—the swarm feeds on their body, and the dragon feeds on the swarm in a grotesque, centuries-long cycle that somehow results in the host dragon growing larger and more powerful even if they feed on no other substance in their lifetime. Host dragons draw their power from the primal instincts of insects and, despite their intelligence, often behave like the insects they gather to them. Host dragons despise answering questions and violently defy all attempts others make to understand their nature.

### YOUNG HOST DRAGON — CREATURE 7

LARGE COSMIC DRAGON PRIMAL

**Perception** +16; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 210)

**Languages** Common, Draconic

**Skills** Acrobatics +13, Athletics +17, Intimidation +15, Nature +15, Stealth +15, Survival +17

**Str** +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

**AC** 24; **Fort** +17, **Ref** +13, **Will** +17; +2 status to all saves vs. mental

**HP** 115; **Immunities** paralyzed, poison, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 25 (page 209)

**Covered in Bugs** ↻ **Trigger** The dragon critically fails a saving throw; **Effect** Swarming insects interfere with the effect, sacrificing themselves to protect their host's body and mind. The dragon attempts a DC 17 flat check. On a success, the dragon fails the saving throw instead of critically failing.

**Speed** 25 feet, burrow 25 feet, climb 25 feet, fly 90 feet

**Melee** ❖ jaws +18 (magical, reach 10 feet), **Damage** 2d10+8 piercing plus excruciating bites and Grab (page 209)

**Melee** ❖ claw +18 (agile, magical), **Damage** 2d4+8 slashing

**Melee** ❖ tail +16 (magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus Knockdown (page 209)

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** The dragon recharges their Swarm Breath whenever they score a critical hit with a Strike.

**Excruciating Bites** (primal) A creature that takes damage from a host dragon's jaws Strike or is swallowed by the dragon is also bitten by hundreds of tiny insects; the creature must succeed at a DC 25 Fortitude save or be enfeebled 1 for 1 round.

**One with Swarms** The host dragon is immune to any attack made by a swarm of insects or similar creature (at the GM's discretion).

**Swarm Breath** ❖❖ (primal) The dragon disgorges a swarm of biting insects that deals 6d8 piercing damage in a 30-foot cone (DC 25 basic Reflex save). They can't use Swarm Breath again for 1d4 rounds.

**Swallow Whole** ❖ (attack) Medium, 2d10+6 bludgeoning plus excruciating bites, Rupture 19 (page 210)

### ADULT HOST DRAGON — CREATURE 11

HUGE COSMIC DRAGON PRIMAL

**Perception** +22; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 90 feet (page 210)

**Languages** Common, Draconic

**Skills** Acrobatics +18, Athletics +24, Intimidation +24, Nature +22, Stealth +20, Survival +22

**Str** +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

**AC** 30; **Fort** +22, **Ref** +18, **Will** +22; +2 status to all saves vs. mental

### HOST DRAGON SPELLCASTERS

Host dragon spellcasters tend to cast the following spells.

#### Young Host Dragon

**Primal Prepared Spells** DC 23, attack +15; **3rd** *earthbind*, *life seal*, *wall of wind*; **2nd** *entangling flora*, *environmental endurance*, *speak with animals*, *water breathing*; **1st** *ant haul*, *detect poison*, *fear*; **Cantrips (3rd)** *caustic blast*, *detect magic*, *seek the stars*, *stumble*, *tangle vine*

#### Adult Host Dragon

**Primal Prepared Spells** DC 26, attack +18; as young host dragon, plus **5th** *carcinization*, *toxic cloud*, *wall of stone*; **4th** *unfettered movement*; **Cantrips (5th)** *caustic blast*, *detect magic*, *seek the stars*, *stumble*, *tangle vine*

#### Ancient Host Dragon

**Primal Prepared Spells** DC 34, attack +26; as adult host dragon, plus **7th** *energy aegis*, *regenerate*, *root of all pain*; **6th** *field of life*; **Cantrips (7th)** *caustic blast*, *detect magic*, *seek the stars*, *stumble*, *tangle vine*

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## HOST DRAGON LAIRS

These dragons prefer homes that give comfort to the insects that live in their bodies—anywhere dark, underground, and far from danger. At unpredictable times in their lives, they permanently abandon their lairs, leaving millions of tiny husks behind and seeking shelter in a new region or on another unfortunate planet nearby. What drives this behavior is unknown.

**HP** 200; **Immunities** paralyzed, poison, sleep
**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 30 (page 209)
**Covered in Bugs** ↻ As young host dragon.

**Speed** 30 feet, burrow 30 feet, climb 30 feet, fly 150 feet
**Melee** ❖ jaws +24 (magical, reach 10 feet), **Damage** 2d10+13 piercing plus excruciating bites and Grab (page 209)
**Melee** ❖ claw +24 (agile, magical), **Damage** 2d4+13 slashing
**Melee** ❖ tail +22 (magical, reach 15 feet), **Damage** 2d8+13 bludgeoning plus Knockdown (page 209)
**Draconic Frenzy** ❖❖ As young host dragon.
**Draconic Momentum** As young host dragon.
**Excruciating Bites** (primal) As young host dragon, but DC 28 and enfeebled 2.
**One with Swarms** As young host dragon.
**Swarm Breath** ❖❖ (primal) As young host dragon, but a 40-foot cone, 9d8 piercing damage, and DC 30.
**Swarm Shape** ❖ (concentrate, polymorph) The dragon transforms into an insect swarm. They drop all held, worn, and carried items. While in this form, they can't use attack actions (except Swarming Bites and Swarm Breath) and can't cast spells, but they can move through areas small enough for their individual insects to fit without having to Squeeze. They can use the same action to coalesce back into their normal form.
**Swarming Bites** ❖ **Requirements** The dragon is a swarm; **Effect** Each enemy in the swarm's space takes 8d6 piercing damage (DC 30 basic Fortitude save). A creature that fails its save is also enfeebled 1 for 1 round.
**Swallow Whole** ❖ (attack) Large, 3d10+7 bludgeoning plus excruciating bites, Rupture 26 (page 210)

### ANCIENT HOST DRAGON — CREATURE 16

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**Perception** +29; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet (page 210)
**Languages** Common, Draconic
**Skills** Acrobatics +26, Athletics +32, Intimidation +29, Nature +28, Stealth +29, Survival +28
**Str** +10, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +5

**AC** 38; **Fort** +28, **Ref** +25, **Will** +30; +2 status to all saves vs. mental
**HP** 300; **Immunities** paralyzed, poison, sleep
**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 37 (page 209)
**Covered in Bugs** ↻ As young host dragon.

**Speed** 40 feet, burrow 40 feet, climb 40 feet, fly 180 feet
**Melee** ❖ jaws +32 (magical, reach 15 feet), **Damage** 3d12+18 piercing plus excruciating bites and Grab (page 209)
**Melee** ❖ claw +32 (agile, magical, reach 10 feet), **Damage** 3d6+18 slashing
**Melee** ❖ tail +30 (magical, reach 20 feet), **Damage** 3d10+18 bludgeoning plus Knockdown (page 209)
**Draconic Frenzy** ❖❖ As young host dragon.
**Draconic Momentum** As young host dragon.
**Excruciating Bites** (primal) As young host dragon, but DC 34 and enfeebled 2.
**Fast Swallow** ↻ **Trigger** The dragon Grabs a creature; **Effect** The dragon uses Swallow Whole.
**One with Swarms** As young host dragon.
**Swarm Breath** ❖❖ (primal) As young host dragon, but a 50-foot cone, 12d8 piercing damage and 2d6 persistent piercing damage, and DC 37.
**Swarm Shape** ❖ (concentrate, polymorph) As adult host dragon.
**Swarming Bites** ❖ As adult host dragon, but 12d6 piercing damage and DC 37.
**Swallow Whole** ❖ (attack) Large, 3d10+14 bludgeoning plus excruciating bites, Rupture 35 (page 210)

ADULT HOST DRAGON

# DRAICLIPSED

Draiclipsed are the undead heralds of the Insatiable Eclipse, an ancient and terrifying tzitzimitl warlord buried when the Blackmoon fell on Eox and recently awakened by the Newborn. The Insatiable Eclipse amasses its forces, including legions of draiclipsed, to retake Eox, a world he feels has fallen to decadence and frivolity, whose disgraceful leaders have made the blasphemous decision to ally with the living.

Draiclipsed are canny skeletal undead whose pitch-black bones absorb light, allowing them to cast deep shadows. They can also consume magical light, using the absorbed photons to obscure their form before unleashing it in a blast of electromagnetic energy. Utterly loyal to their creator and liege, draiclipsed are trained for open warfare and even more dangerous when fighting alongside one another.

## DRAICLIPSED CREATURE 6

MEDIUM UNDEAD

**Perception** +10; darkvision, infrared vision (imprecise) 30 feet
**Languages** Eoxian, Necril (can't speak any language)
**Skills** Acrobatics +14, Athletics +15, Stealth +14
**Str** +5, **Dex** +4, **Con** +3, **Int** –1, **Wis** +2, **Cha** –1
**Infrared Vision** A draiclipsed can detect infrared radiation (such as that given off by warm-blooded creatures) as an imprecise sense at the listed range.
**Items** tactical bone scepter

**AC** 22; **Fort** +13, **Ref** +16, **Will** +10
**HP** 99, void healing (page 210); **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** vitality 5; **Resistances** fire 5, piercing 5, slashing 5
**Eclipse Shroud** (aura, darkness) 15 feet. A draiclipsed absorbs light and is perpetually surrounded by shifting shadows and lengthening darkness. Light in the area decreases by one step (for example, bright light becomes dim light).

**Speed** 30 feet
**Melee** ❖ bone scepter +17 (analog, modular [cold and shove, or void], tracking +1), **Damage** 1d6+11 cold or void plus 1d4 cold and gathering darkness
**Melee** ❖ fist +17 (agile, magical), **Damage** 1d4+11 bludgeoning plus 1d4 cold and gathering darkness
**Ranged** ❖ eclipse ray +16 (cold, darkness, magical, range increment 120 feet, void), **Damage** 2d4 cold and 2d4 void plus gathering darkness
**Consume Light** ❖ (darkness) The draiclipsed opens their mouth and sucks in a magical light, consuming it to fuel their own powers. The draiclipsed attempts a counteract check against one magical light effect within 60 feet (+15 counteract modifier). If successful, the draiclipsed becomes ringed in diffuse light, becoming photonic for the next 24 hours. While a draiclipsed is photonic, they're concealed.
**Cull the Betrayers** Whenever a draiclipsed would deal void damage to an undead or other creature with void healing, that void damage becomes cold damage instead.
**Darkness Falls** ❖❖ (darkness, electricity, void) **Requirements** The draiclipsed is photonic; **Effect** The draiclipsed releases the light they've consumed in a blast of corrupted electromagnetic energy, dealing 3d8 electricity and 3d8 void damage in a 30-foot cone (DC 24 basic Reflex save). The draiclipsed is no longer photonic.
**Gathering Darkness** If at least one other draiclipsed is within the draiclipsed's eclipse shroud, the draiclipsed's Strikes deal an additional 1d8 void damage.

### BEYOND WAR

Draiclipsed are warriors created to wage war in ages past. Loyal, determined, utterly ruthless, and bearing a deep hatred for the living, they make formidable, well-organized foes. Yet, they aren't mindless, and even the most serious draiclipsed is curious about the changes wrought over the ages they were locked away (or about the new world they've recently been created in). When their guard slips, draiclipsed have displayed particular interest in holograms and music.

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### RAVENOUS DRAKE COMPANIONS

A ravenous drake animal companion has the following advanced maneuver. For full rules on animal companions for PCs, see *Starfinder Tech Core*.

**Suction Vortex** ❖ (attack) **Requirements** The ravenous drake doesn't have a creature grabbed in its jaws; **Effect** The ravenous drake draws in a powerful intake of breath, attempting to pull a foe within 10 feet toward it. The drake attempts an Athletics check against the foe's Fortitude DC. On a success, the ravenous drake pulls the foe up to 10 feet to be adjacent to it. This movement is forced movement. On a critical success, the foe is also grabbed by the drake's jaws until the beginning of your next turn.

## DRAKE

Drakes resemble their larger draconic cousins in more than just scaled, monstrous acclaim. Ranging in size from the diminutive fey drake to the massive, ship-sized star drake, drakes share a dragons' winged reptilian form, long necks, and breath weapons. But where dragons often have forelimbs and wings, a drake typically only has one or the other. Their long, winding tails and sharp jaws more than make up for this lack, however.

Despite being more animalistic than dragons, drakes still possess a formidable cunning, and most share a dragon's ability to generate some form of breath weapon. However, their lack of intelligence makes drakes substantially easier to domesticate than other draconic creatures, and their familial nature makes them excellent pack hunters.

### RAVENOUS DRAKE

Ravenous drakes are a singular variant among drakes due to their lack of a propulsive breath weapon. They were bred into near domestication for their relatively small size and powerful inhaling maw. Frontier colonies and deep-space exploration firms often rely on ravenous drakes instead of felines or other pest-control creatures.

When found in the wild, ravenous drakes are familial and fiercely territorial, often roving in large packs. Within the structure of civilization or alongside a sentient species, a ravenous drake's territorialism and familial tendencies manifest as a true bond of loyalty to their companion.

**RAVENOUS DRAKE** **CREATURE 2**

MEDIUM DRAGON

**Perception** +8; darkvision, scent (imprecise) 30 feet
**Languages** Draconic (cannot speak)
**Skills** Acrobatics +7, Athletics +8, Stealth +7
**Str** +4, **Dex** +0, **Con** +3, **Int** –3, **Wis** +1, **Cha** +0

**AC** 18; **Fort** +8, **Ref** +5, **Will** +3
**HP** 30; **Immunities** paralyzed, sleep

**Speed** 25 feet, climb 20 feet
**Melee** ❖ jaws +11, **Damage** 1d6+4 piercing plus Grab (page 209)
**Suction Vortex** ❖❖ (attack) **Requirements** The ravenous drake doesn't have a creature grabbed in its jaws; **Effect** The ravenous drake draws breath into its powerful lungs to drag prey into its maw. Each creature in a 15-foot cone must succeed at a DC 16 Fortitude save or be pulled up to 10 feet closer to the drake. If at least one creature ends this forced movement adjacent to the drake, the drake can make a jaws Strike against that creature. If this Strike is a critical success, the creature is also grabbed in the drake's jaws.
**Swallow Whole** ❖ (attack) Small, 1d6+2 bludgeoning, Rupture 6 (page 210)

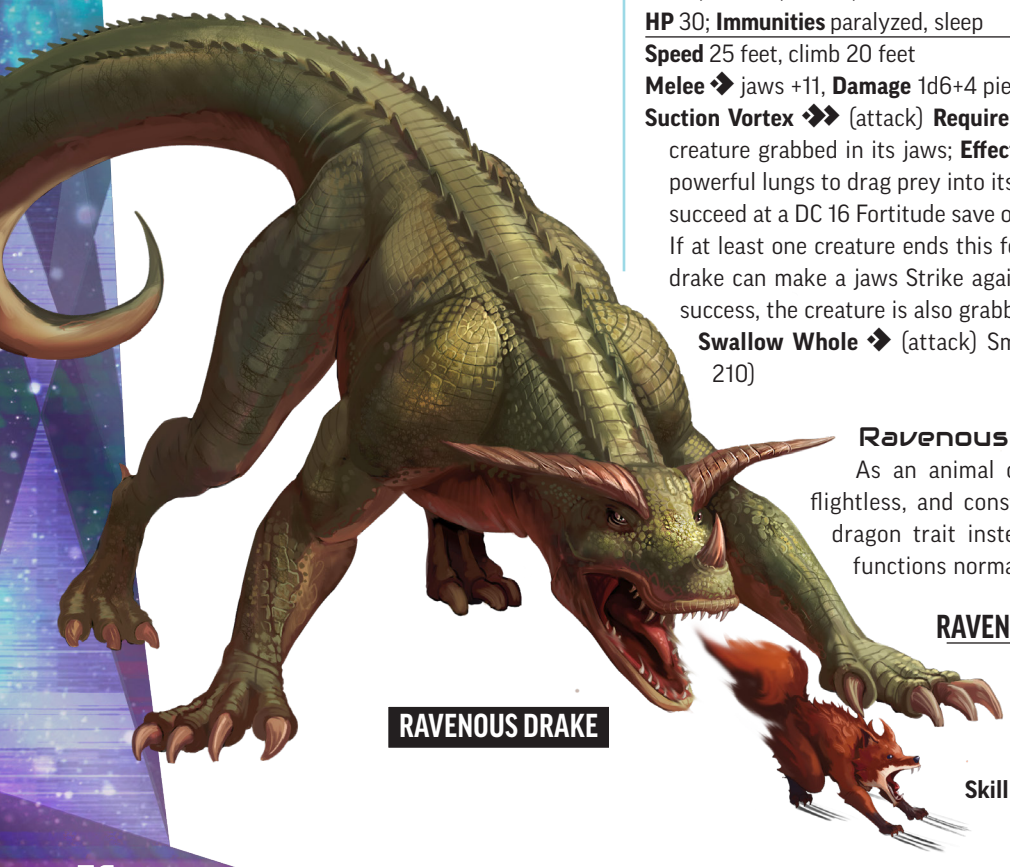
#### Ravenous Drake Companions

As an animal companion, a ravenous drake is a small, flightless, and constantly hungry. A ravenous drake has the dragon trait instead of the animal trait, but it otherwise functions normally as an animal companion.

**RAVENOUS DRAKE**

UNCOMMON SMALL DRAGON

**Melee** ❖ jaws, **Damage** 1d6 piercing
**Str** +3, **Dex** +1, **Con** +2, **Int** –3, **Wis** +1, **Cha** +0
**Hit Points** 8
**Skill** Athletics



RAVENOUS DRAKE

**Senses** darkvision
**Speed** 25 feet, climb 20 feet
**Support Benefit** Your ravenous drake constantly tries to pull your foe or their possessions into its waiting jaws. You gain a +1 circumstance bonus to any Athletics check to Disarm, Reposition, Shove, or Trip an opponent adjacent to your ravenous drake.
**Advanced Maneuver** Suction Vortex (page 56)

## BLIGHT DRAKE

Blight drakes have a well-earned reputation among draconic creatures for stench and pollution. They corrupt the air around them with the sort of filth and decay commonly found in the worst kinds of industrialization. These solitary monstrosities resemble their swamp-dwelling draconic cousins but are often surrounded with a miasma of thick, choking smog. Blight drakes revel in befouling clean and verdant environments, leaving a permanent trail of filth in their wake.

### BLIGHT DRAKE CREATURE 9

LARGE DRAGON

**Perception** +17; darkvision, scent (imprecise) 60 feet
**Languages** Common, Draconic
**Skills** Acrobatics +19, Athletics +20, Intimidation +14, Stealth +16, Survival +16
**Str** +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

**AC** 27; **Fort** +21, **Ref** +18, **Will** +15
**HP** 165; **Immunities** fire, poison; **Resistances** acid 10
**Wing Deflection** ↷ **Trigger** The blight drake is targeted with an attack from a creature they can see; **Effect** The blight drake raises their wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the blight drake is flying, they descend 10 feet after the attack is complete.
**Speed** 20 feet, fly 50 feet
**Melee** ❖ jaws +20, **Damage** 2d12+10 piercing plus 1d6 poison
**Melee** ❖ tail +20, **Damage** 2d10+10 bludgeoning
**Draconic Frenzy** ❖❖ The drake makes two jaws Strikes and one tail Strike in any order.
**Smokestack** ❖ (poison, primal) The blight drake blasts a thick, fetid smog from slits around their neck, creating a cloud of smoke in a 20-foot burst within 120 feet and that remains for 1d4 rounds. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures in it. Each creature that begins its turn inside the cloud takes 5d6 poison damage (DC 28 basic Fortitude save). A creature that fails the save is also sickened 1 (sickened 2 on a critical failure).
**Toxic Breath** ❖❖ (acid, poison, primal) The blight drake spews a fetid ball of polluted putrescence up to a range of 60 feet that explodes in a 15-foot burst. Creatures within the burst take 4d8 acid damage and 4d8 poison damage (DC 28 basic Reflex save). The blight drake can't use Toxic Breath again for 1d4 rounds.

### LIVING ECOLOGICAL DISASTERS

Through dissection and genetic sequencing, Pact Worlds scientists have discovered that blight drakes are an unintentional byproduct of pre-Gap terraforming and pollutant decontamination. A dormant bacteriophage found in ancient environmental treatment systems seems to interact negatively with draconic cells. While the phage is long extinct, the modified genetic anomalies left in its wake have proliferated wherever draconic life is found.

BLIGHT DRAKE

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### PROPHETIC SONGS

According to pre-Gap records, Dreamers used to give eerily accurate prophecies through song. These prophecies are now muddled and sometimes even contradictory. Still, their dreamy dances and beautiful songs captivate viewers from all across the galaxy. While most admirers are content with the officially licensed recordings that barathus painstakingly produce and remaster in high-fidelity psychic audio, a cottage industry has arisen among those sneaking to Liavara to create their own bootleg recordings.

## DREAMER

Dancing between Liavara's peach-colored clouds are the Dreamers, the psychically gifted cousins of barathus. Not native to Liavara, the Dreamers were originally barathu explorers. They arrived by sailing one of the first living oma-ships long before the Gap. What exactly transformed them is still unknown to this day, though barathus as a people have been extremely protective of their prophetic cousins ever since.

The Dreamers lack barathus' ability to combine consciousnesses as well as their collectivist culture. That said, the Dreamers often dance through the skies of Liavara in flotillas together. To most of the Pact Worlds, they're a curiosity. To barathus, they're charges to be protected. The Dreamers themselves seem unconcerned with any such attention, giving neither care nor notice as to what's going on around them.

### DREAMER — CREATURE 8

LARGE ABERRATION

**Perception** +15; lifesense (imprecise) 100 feet (page 209)
**Languages** Brethedan, Common; telepathy 100 feet (page 210)
**Skills** Athletics +16, Nature +16, Occultism +16, Performance +18
**Str** +4, **Dex** +2, **Con** +0, **Int** +2, **Wis** +6, **Cha** +2

**AC** 26; **Fort** +13, **Ref** +14, **Will** +20
**HP** 140

**Sluggish Mind** (mental) Any creature that uses an emotion or mental effect on a Dreamer must succeed at a DC 24 Will save or become slowed 1 for the next 1d4 rounds as fragments of prophetic songs fill its mind.

**Atavistic Rage** ↻ (emotion, fear, incapacitation, mental) **Trigger** The Dreamer is reduced to half or less than half their total Hit Points; **Effect** The injured Dreamer erupts into a terrifying state of psychic fury, requiring all non-Dreamers in a 30-foot emanation to attempt a DC 24 Will save. The Dreamer gains a +2 status bonus to attack and damage rolls for 1 minute but can't use their innate spells. After they stop raging, a Dreamer can't enter an Atavistic Rage again for 1 minute.

**Critical Success** The creature is unaffected.
**Success** The creature is frightened 1.
**Failure** The creature is frightened 2 and stunned 1.
**Critical Failure** The creature becomes frightened 3 and fleeing for 1 round.

**Speed** 5 feet, fly 30 feet
**Melee** ❖ tentacle +16 (finesse, reach 10 feet), **Damage** 2d12+4 bludgeoning plus synesthetic shock
**Occult Innate Spells** DC 26; attack +18; **4th** *confusion*, *eldritch wrath*; **3rd** *mind reading*, *slow*, *time's edge*, *void whispers*; **2nd** *augury*, *detect thoughts*, *mind skewer*, *sift the sphere*, *vibe check*; **1st** *Akashic download, dream of home, mindlink*; **Cantrips (4th)** *daze*, *eldritch lance*, *shield*

**Synesthetic Shock** (mental) Any creature struck by a Dreamer's tentacle must attempt a DC 24 Will save to resist a wave of sensory overstimulation. The creature is then temporarily immune to all synesthetic shocks for 1 minute.
**Critical Success** The creature is unaffected.
**Success** The creature is suppressed and stupefied 1 until the end of its next turn.
**Failure** As success, but the creature is also dazzled until the end of its next turn.
**Critical Failure** As failure, but with a duration of 2 rounds, and the creature is also stunned 2.

# DREDGELIT

Dredgelits linger as flickers on the silver screen or neon silhouettes glimpsed backstage. They seethe in shortwave static and stare out from fading gravure tableaux. Dredgelits are the undead specters of deceased media megastars who haunt the venues of their former glories and crave the attention of forgetful fans.

Most dredgelits live in a fantasy version of their former lives, but once their delusions are shattered, a burning desire to recapture their lost fame drives them. At this point, they become unpredictable, and even the smallest perceived slight can lead to a murderous fit of rage.

Dredgelits embody their former stage personas. These decaying debutantes ensnare admirers into their eternal fan clubs, blissfully unaware of the life-draining consequences they have upon new admirers. Dredgelit seek sacrificial fans, luring in the unwary and draining their vitality to stay famous and fabulous forever.

## DREDGELIT CREATURE 5

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY

**Perception** +12; darkvision

**Languages** Common, Eoxian, Necril

**Skills** Deception +13, Diplomacy +13, Media Lore +13, Performance +16, Stealth +12

**Str** –5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +5

**AC** 19; **Fort** +12, **Ref** +14, **Will** +9

**HP** 57, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost killer*, spirit, or vitality; double resistance vs. non-magical)

**Fan Club** A dredgelit maintains a bond with up to six other willing creatures. Creatures in the fan club always know the general distance and direction toward other bonded creatures, any conditions affecting them, and if they're unconscious, dying, or dead. Creatures in the fan club can always communicate telepathically while on the same plane of existence.

**Phantasmal Fans** (aura, visual) 20 feet. A rowdy spectral crowd always surrounds the dredgelit. The dredgelit has concealment against all creatures, and the crowd counts as difficult terrain.

**Speed** fly 25 feet

**Melee** ❖ autograph pen +13 (agile, magical), **Damage** 2d6+5 void

**Ranged** ❖ vocalization +15 (magical, range increment 30 feet, sonic), **Damage** 2d8+5 sonic

**Alluring Debut** ❖ (mental) **Frequency** once every 10 minutes; **Effect** The dredgelit attempts a Performance check against the Will DC of a single creature within 30 feet, recreating an iconic show.

**Critical Success** The creature becomes part of their fan club for 24 hours, even if it's unwilling.

**Success** As critical success, but only for 1 hour.

**Failure** The creature is unaffected.

**Critical Failure** The creature is unaffected, and the dredgelit is so embarrassed by their failure to perform that they take 2d8 mental damage.

**Parasocial Leech** ❖ (incapacitation, mental, occult, void) **Frequency** once per hour; **Effect** The dredgelit leeches vitality from a creature in their fan club. The dredgelit attempts a Performance check against the Will DC of the creature. The creature takes 6d6 void damage, and the dredgelit regains 10 Hit Points.

**Critical Success** The target takes double damage and is stunned 2 and immobilized for 1 round.

**Success** The target takes full damage and is stunned 1 and immobilized for 1 round.

**Failure** The target is unaffected.

**Critical Failure** The target is unaffected. The dredgelit's abysmal performance results in them taking 2d8 mental damage instead of regaining Hit Points.

### DREDGELIT ENCOUNTERS

Most dredgelits are delusional, egotistical, and frivolous. They're easy to manipulate with flattery and lies. Enthusiastically acting like a dredgelit's fan or finding vids and other trophies from their past stardom are the quickest ways to make a positive impression on a dredgelit—or catch them off-guard.

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### HORRORS OF THE DRIFT

Driftdead feel and are drawn to the living as they repeat their miserable, tireless routines. Ships traveling through the Drift risk possession by crashers or invasion by returned and amalgams clawing through the hull to stalk living passengers. Worse, the most depraved necromancers of the galaxy command these horrors, wielding driftdead as weapons against their living enemies.

## DRIFTDEAD

Driftdead are created when a restless soul fuses with planar energies and reanimates its own corpse into a disturbing parody of life. Rarely, disturbed spirits snatched from elsewhere fuse together to inhabit a single dead body. Any death within the Drift might spawn a driftdead, but creatures that die in a frenzy of intense emotion are more likely to make the transition.

### DRIFTDEAD RETURNED

The least of these wretched spirits are the returned. Appearing as twisted versions of the shapes they wore in life, the returned drag themselves through space with wriggling, clawed appendages or float with hideous grace. The returned haunt Drift beacons, castaway ships, and airless rocks.

**DRIFTDEAD RETURNED** **CREATURE 2**

MEDIUM COSMIC SPIRIT UNDEAD

**Perception** +7; darkvision 60 feet, lifesense 60 feet (page 209)
**Languages** Common
**Skills** Acrobatics +8, Stealth +8
**Str** +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** –1

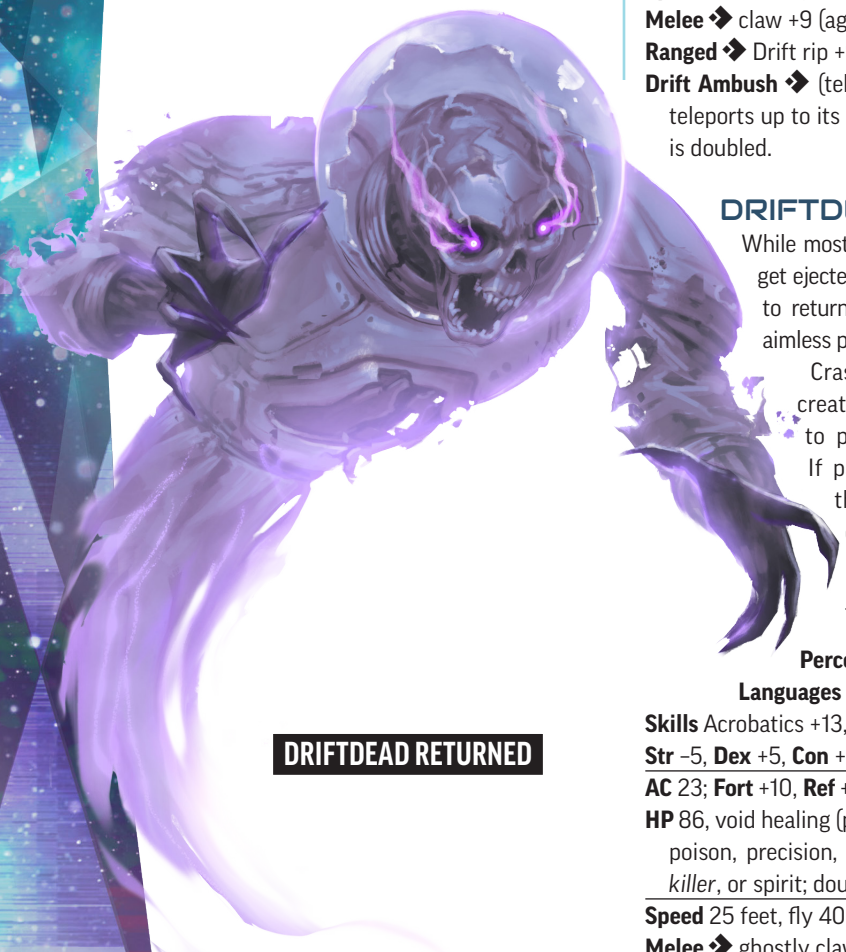
**AC** 16; **Fort** +3, **Ref** +8, **Will** +5
**HP** 38, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Speed** 25 feet, fly 40 feet
**Melee** ❖ claw +9 (agile, finesse, reach 10 feet), **Damage** 1d10+2 slashing
**Ranged** ❖ Drift rip +9 (range increment 60 feet, void), **Damage** 1d8+2 void
**Drift Ambush** ❖ (teleportation) **Frequency** once per round; **Effect** The driftdead teleports up to its Speed. If it's in the Drift, the distance a driftdead can teleport is doubled.

### DRIFTDEAD CRASHER

While most driftdead are spirits inhabiting their own corpses, some souls get ejected from their shells at death. These wraiths desperately struggle to return to their bodies, following their fragmented memories down aimless paths—woe to the living who cross them.

Crashers don't actually take their name from the Drift Crash that created many of them—they earned this name for their tendency to possess starships and reroute them into collision courses. If passengers trapped aboard a possessed ship don't survive, the victims might themselves twist into crashers instead of departing for the afterlife.



DRIFTDEAD RETURNED

**DRIFTDEAD CRASHER** **CREATURE 7**

MEDIUM COSMIC INCORPOREAL SPIRIT UNDEAD

**Perception** +12; darkvision 60 feet, lifesense 60 feet (page 209)
**Languages** Common
**Skills** Acrobatics +13, Piloting +15, Stealth +17
**Str** –5, **Dex** +5, **Con** +0, **Int** +2, **Wis** +3, **Cha** +2

**AC** 23; **Fort** +10, **Ref** +15, **Will** +12
**HP** 86, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 7 (except force, *ghost killer*, or spirit; double resistance vs. non-magical)

**Speed** 25 feet, fly 40 feet
**Melee** ❖ ghostly claw +17 (agile, finesse, reach 10 feet), **Damage** 2d10 void
**Ranged** ❖ Drift rip +17 (range increment 60 feet, void), **Damage** 2d10 void
**Occult Innate Spells** DC 25, attack +17; **3rd** *void whispers*; **2nd** *darkness*; **1st** *dream of home*, *fear*, *mind skewer*; **Cantrips (3rd)** *figment*, *frostbite*, *ricochet*, *seek the stars*

**Drift Ambush** ❖ (teleportation) As driftdead returned.

**Inhabit Ship** ❖❖ **Frequency** once per day; **Effect** The driftdead crasher possesses a starship it's onboard or adjacent to. While inhabiting a ship in this manner, the crasher imposes a –2 circumstance penalty to all Piloting checks attempted by the ship's pilot. If the target ship is currently piloted by a creature, the pilot can attempt a DC 18 Will save to resist the possession.

**Starship Possession** While Inhabiting a Ship, the driftdead crasher extends its senses. It has vision anywhere within the ship and gains all-around vision (page 208) while within the ship.

**Voice of the Lost** ❖❖ (auditory, concentrate, emotion, fear, mental, occult) The driftdead crasher calls out in the voice of someone who was lost in the Drift. Each living creature within 30 feet must attempt a DC 18 Will save.

**Success** The creature is temporarily immune to this driftdead's Voice of the Lost for 1 minute.

**Failure** The creature is confused for 1 round.

**Critical Failure** The creature is confused for 2 rounds and stupefied 2 for 1 round.

## DRIFTDEAD AMALGAM

Amalgams are collections of driftdead that have fused together into one flesh ambulated by the shattered remnants of their component souls. The first amalgams formed spontaneously, but synthetic versions have been created in the Corpse Fleet's fleshforges and deployed as shock troops on the front lines of many battles.

### DRIFTDEAD AMALGAM CREATURE 13

MEDIUM COSMIC SPIRIT UNDEAD

**Perception** +23; darkvision 60 feet, lifesense 60 feet (page 209)

**Languages** Common

**Skills** Acrobatics +22, Athletics +27, Stealth +24

**Str** +8, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

**AC** 33; **Fort** +24, **Ref** +20, **Will** +18

**HP** 235, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Dead Zone** (aura, occult, void) 30 feet. The area around a driftdead amalgam bristles with chaotic space torn from the Drift. The area is zero gravity. A creature that enters or begin its turn in the area take 4d6 void damage (DC 25 basic Fortitude save).

**Torn from the Drift** While outside the Drift, the amalgam gains the incorporeal trait, becomes immune to precision damage, and gains resistance 10 to all damage (except force, *ghost killer*, or spirit; double resistance vs. non-magical).

**Speed** 25 feet, fly 40 feet

**Melee** ❖ claw +27 (agile, finesse, reach 10 feet), **Damage** 3d8+14 slashing

**Ranged** ❖ Drift rip +27 (range increment 60 feet, void), **Damage** 3d10+6 void

**Drift Ambush** ❖ (teleportation) As driftdead returned.

**Ripping Blast** ❖❖ (attack) The amalgam's claws rip through reality in a 30-foot cone, dealing 8d6 slashing damage with a DC 25 basic Reflex save. On a critical failure, a creature is also drained 1. The amalgam can't use Ripping Blast again for 1d4 rounds.

**Voice of the Damned** ❖❖ (auditory, concentrate, emotion, fear, mental, occult) The amalgam calls out in a cacophony of voices from those slain in the Drift. Each living creature within 30 feet must attempt a DC 25 Will save.

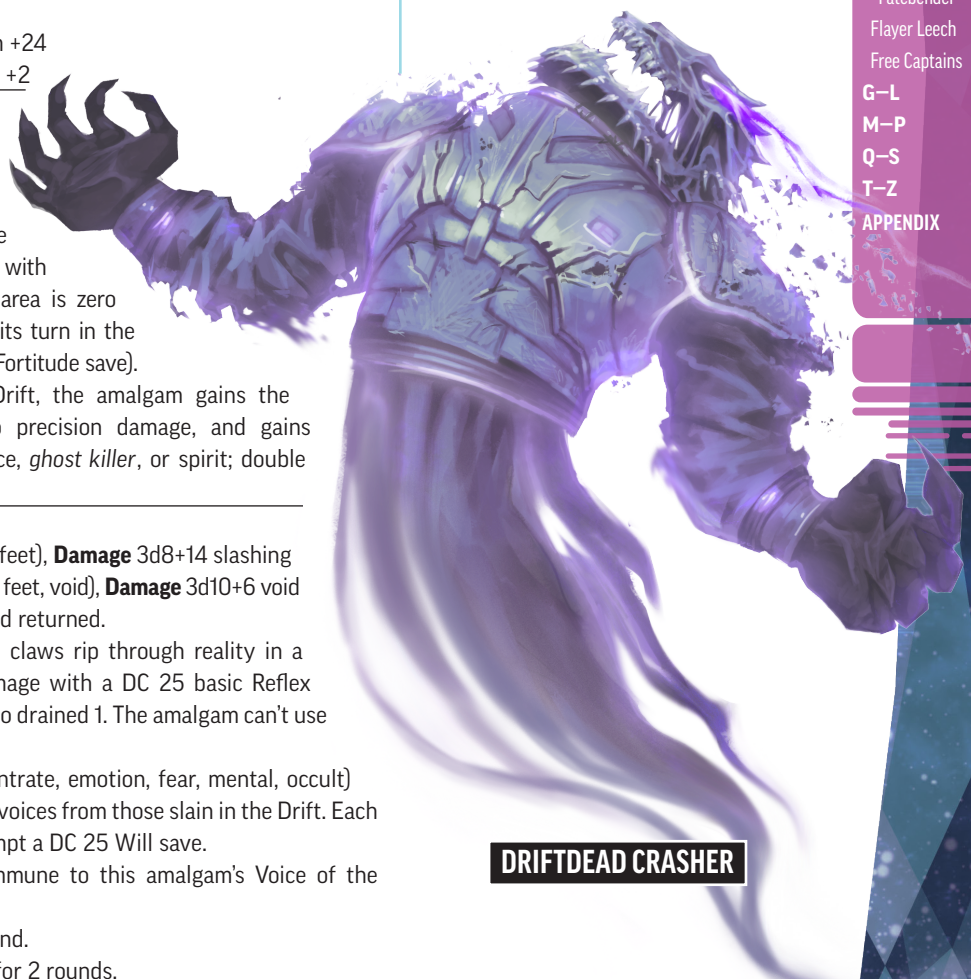
**Success** The creature is temporarily immune to this amalgam's Voice of the Damned for 1 minute.

**Failure** The creature is slowed 1 for 1 round.

**Critical Failure** The creature is slowed 1 for 2 rounds.

## DRIFT CRASHER ORIGINS

The recent historical event known as the Drift Crisis began when countless ships and other objects were violently spat out of the Drift at random, appearing everywhere from distant planets to other planes of existence. The doomed souls trapped inside the malfunctioning hyperspace plane perished in a surge of planar energy, frozen forever in their last desperate moments. Their lonely deaths created a new type of driftdead that would soon come to be known as crashers.



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### SAND SCAVENGERS

Dust manta toxin only disintegrates organic matter, making dust manta hunting grounds potential treasure troves. Many brave (or foolhardy) fortune seekers venture into the sands to find equipment left behind by dust mantas, only to fall victim themselves and add to the desert's bounty.

## DUST MANTA

Deadly stealth predators, dust mantas lurk just below the surface on desert worlds across the Universe. Despite a wingspan averaging 10 feet across and weighing 1 ton, dust mantas are nearly undetectable in their native habitat thanks to their pebbly, sand-colored hide. Like a ray through water, they can sense nearby vibrations and glide through sand flats and dunes to ambush unfortunate prey. Their wicked stinger injects a lethal toxin that breaks down flesh and bone, dissolving it into sand so filter-feeding dust mantas can strain particles of food from the resulting suspension.

### DUST MANTA CREATURE 6

LARGE BEAST

**Perception** +14; sandsense (imprecise) 120 feet

**Skills** Acrobatics +15, Athletics +13, Stealth +18, Survival +13

**Str** +4, **Dex** +5, **Con** +3, **Int** –1, **Wis** +4, **Cha** +0

**Sandsense** The dust manta can feel the slightest disturbance in nearby sand, granting it the ability to sense other creatures moving through or on top of the same body of sand that it's in. In addition, the dust manta ignores concealment from sandstorms, and they're immune to being dazzled by sand or other grit.

**AC** 23; **Fort** +13, **Ref** +17, **Will** +11

**HP** 90

**Speed** 15 feet, burrow 40 feet

**Melee** ◆ stinger +17 (agile, finesse, reach 10 feet), **Damage** 2d6+6 piercing plus dust manta toxin

**Burrowing Charge** ◆◆ The dust manta surges through sand to attack unwary prey. It Burrows up to twice its burrow Speed, then Leaps vertically up to 25 feet high, making a stinger Strike against a creature at any point during the jump (this lets it attack a creature within 35 feet of the surface). After the Leap, the dust manta falls to the ground but takes no damage from the fall if it lands on sand.

**Disappear in Dust** The dust manta's sand-colored hide allows it to Hide in sand or any other fine, similarly colored substance even without cover or concealment.

**Dust Manta Toxin** (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d4 poison damage (1 round); **Stage 2** 3d4 poison damage and enfeebled 1 (1 round); **Stage 3** 3d4 poison damage and enfeebled 2 (1 round); **Stage 4** 4d4 poison damage and enfeebled 3 (1 round); **Stage 5** death, and the victim's body disintegrates into dust and can only be brought back via a *wish* ritual or similarly powerful magic

**Spray Sand** ◆◆ (manipulate) The dust manta sprays a cloud of sand from its gills in a 30-foot burst. All creatures in the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The cloud lasts until the end of the dust manta's next turn. The dust manta can't use Spray Sand again for 1d4 rounds. A non-dust manta creature that enters or starts its turn in the cloud must attempt a DC 24 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature is dazzled for 1 minute or until it spends an Interact action to wipe the dirt and grit from its eyes.

**Critical Failure** The creature is blinded for 1 round, after which it's dazzled for 1 minute or until it spends an Interact action to wipe its eyes.

# ELECTROVORE

Electrovores consume electricity as their sole source of sustenance. On their native planet, they fed on a species of three-headed electric eels, but volcanic activity wiped out their food source, sending electrovores to the brink of extinction. Electrovores found their salvation when explorers landed on their planet. The explorer's equipment and vessels had ample amounts of the electricity that the electrovores require. They stowed away on the vessels and soon spread throughout the Pact Worlds, causing damage and mayhem wherever they appeared.

Nothing terrifies a team of engineers more than finding an electrovore chewing on wires in a remote part of their starship. Where there's one electrovore, a dozen more likely await discovery. These 3-foot-tall reptilian creatures, sometimes called "conduit rats," breed rapidly and create such a disturbance in power sources that, over the course of days or weeks, a starship or factory might completely shut down from lack of power. There are many lifeless star vessels adrift in space because an electrovore infestation wasn't stopped in time.

Removing an infestation is no easy task, as electrovores are single-minded and cunning. The creatures are adept at finding places to hide, stalking their preferred energy sources and finding the correct moment to strike. Packs of electrovores even coordinate feedings in different areas at the same time to make it harder to stop them.

When confronted, electrovores rarely fight to the death, preferring to eat some electricity and retreat, hide, and heal, then return for another feast.

## ELECTROVORE CREATURE 2

SMALL BEAST

**Perception** +7; darkvision, electricsense (imprecise) 60 feet
**Skills** Acrobatics +8, Athletics +6, Stealth +8, Survival +5
**Str** +2, **Dex** +4, **Con** +1, **Int** –3, **Wis** +1, **Cha** –1
**Electricsense** An electrovore can sense electricity, including the electrical impulses found in most living creatures' nervous systems, as an imprecise sense at the listed range.

**AC** 17; **Fort** +7, **Ref** +10, **Will** +5
**HP** 30; **Immunities** electricity

**Speed** 20 feet, fly 20 feet
**Melee** ❖ tail +8 (agile), **Damage** 2d4+2 piercing plus siphon
**Ranged** ❖ zap +10 (range 30 feet), **Damage** 1d12+1 electricity
**Electrical Discharge** ❖❖ (electricity) **Effect** The electrovore unleashes a shock wave that deals 2d6 electricity damage to creatures in a 10-foot emanation (DC 15 Reflex). It can't use Electrical Discharge again for 1d4 rounds.
**Critical Success** The target is unaffected.
**Success** The target takes half damage. Items in its possession with the tech trait becomes glitching 1. If the target has the tech trait, it becomes glitching 1.
**Failure** As success, but full damage and glitching 2.
**Critical Failure** As success, but double damage and glitching 3.
**Siphon** When an electrovore scores a critical hit with a tail Strike against a living creature wielding or wearing tech gear or a creature with the tech trait, it siphons off a portion of the target's electrical energy. This restores 5 Hit Points to the electrovore immediately, plus 1 Hit Point per minute for the next 10 minutes; the additional healing doesn't increase if the electrovore siphons multiple times.

## GORGED ELECTROVORES

Some electrovores are mutants capable of consuming more electricity than usual. When near a large enough power source, they grow rapidly in size. Alluvion was the location of the largest known electrovore at 8 feet tall, though there's no theoretical limit to how big a gorged electrovore can grow given a large enough power source.

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### TOXIC BLUE

Cyanoscums are coveted by exotic creature collectors, who keep them as pets in climate-controlled enclosures designed to show off their striking color. Assassins interested in distilling poisons keep them for "bleeding," a process that doesn't actually harm the cyanoscum but can be dangerous for the handler. Cyanoscum derivatives were banned in the Pact Worlds after the toxin was detected as an ingredient in several recalled beauty products, but it's rumored that a ring of unethical aesthetic ians still uses cyanoscum pigment to achieve a particular hue.

CYANOSCUM

## ELEMENTAL

Elementals are energetic intrusions from the primal planes of existence. They take many forms, from mindless eddies in the wind or water to complex entities capable of wielding primal magic. The advent of space travel and the progress of technology have allowed even more living embodiments of the elements to manifest in the Universe.

Natural events like wildfires, solar storms, and floods can unleash hordes of unruly elementals on a planet or into a region of space. Sometimes, a gathering of powerful elementals causes a natural disaster on an epic scale, like an off-the-charts solar flare that fries a planet's power grid or a ceaseless storm swirling in a gas giant's atmosphere.

### CYANOSCUM

While these wood elementals bear the adorable appearance of a rodent, their main bodies are unfortunately composed of toxin-producing algae. Cyanoscums thrive in any warm, wet environment. Cyanoscum blooms are easy to spot; from a distance, they look like blue-green meadows floating atop still waters or clusters of fuzzy, teal moss clinging to plants and rocks. An explorer moved by this majestic sight might venture too close to the water's edge or reach out to touch the soft, resplendent moss—inviting contact with these beautiful but poisonous creatures.

**CYANOSCUM** **CREATURE 0**

TINY ELEMENTAL PLANT WOOD

**Perception** +6; darkvision, water sense (imprecise) 60 feet
**Skills** Acrobatics +7, Survival +10
**Str** 0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +1
**Water Sense** A cyanoscum can sense the presence of water within 60 feet as an imprecise sense.

**AC** 16; **Fort** +6, **Ref** +9, **Will** +3
**HP** 12, regeneration 1 (deactivated by fire; page 210); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** fire 2; **Resistances** bludgeoning 2

**Speed** 20 feet, Swim 30 feet
**Melee** ❖ fangs +6 (finesse), **Damage** 1d4 piercing plus 1 persistent poison damage
**Squish** A cyanoscum can Squeeze through spaces that aren't airtight at its Speed per round.
**Toxic Touch** Any creature whose skin comes in direct contact with the cyanoscum, such as during an unarmed Strike, must succeed at a DC 13 Fortitude save or take 1d4 poison damage.

**CYANOSCUM BLOOM** **CREATURE 4**

LARGE ELEMENTAL PLANT SWARM WOOD

**Perception** +12; darkvision, water sense
**Skills** Athletics +8, Survival +12
**Str** +0, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** +1
**Water Sense** As cyanoscum.

**AC** 20; **Fort** +11, **Ref** +7, **Will** +6
**HP** 60, regeneration 5 (deactivated by fire; page 210); **Immunities** bleed, paralyzed, poison, precision, sleep; **Weaknesses** area damage 4, fire 4, splash damage 4; **Resistances** bludgeoning 4, piercing 4, slashing 4
**Toxic Exposure** Creatures inside the cyanoscum bloom's space are exposed to cyanoscum toxin. A creature can't reduce the poison below stage 1 while it shares a space with the cyanoscum bloom.

**Speed** 25 feet, Swim 40 feet
**Cyanoscum Toxin** (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage** 1d4 poison damage and slowed 1 (1 round); **Stage 2** 1d6 poison damage and slowed 2 (1 round); **Stage 3** 1d8 poison damage and paralyzed (1 round)

**Squish** As cyanoscum but at half its Speed.
**Frenzied Scratching** ❖ Each enemy in the cyanoscum bloom's space takes 3d6 piercing damage (DC 18 basic Reflex save).

## TREGALXI

Tregalxis generally look like a knotted bundle of electrical wiring. Their true form is a shifting ball of radioactive energy safely nestled within their wired shell. Tregalxis need a near-constant source of power to safely maintain their radiation. They're most often found parasitically integrated into a ship's wiring, secretly siphoning power or wedged into a reactor. They leech power from the chosen source until they become either satiated or bored enough to seek out a new power source.

Theoretically, a wayward tregalxi could find their way into a large ship's power core, a city power grid, or the control center for a satellite, where they would most certainly cause power outages and malfunctions, all while becoming incrementally more powerful and destructive.

### TREGALXI CREATURE 3

MEDIUM ELEMENTAL METAL

**Perception** +8; wire sense (imprecise) 30 feet
**Languages** Common, Talican
**Skills** Computers +9, Stealth +12
**Str** +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +0, **Cha** +0
**Wire Sense** A tregalxi can sense the presence of electrical wires within 30 feet as an imprecise sense.

**AC** 19; **Fort** +9, **Ref** +11, **Will** +6
**HP** 54; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5
**Insulated Shell** When a tregalxi is reduced to less than half their Hit Points, their insulated wire shell breaks, freeing their contained radiation. All electricity damage dealt by the tregalxi instead becomes poison damage. When a creature takes poison damage from a tregalxi, it becomes sickened 1 for 1 minute with no way to reduce the condition.

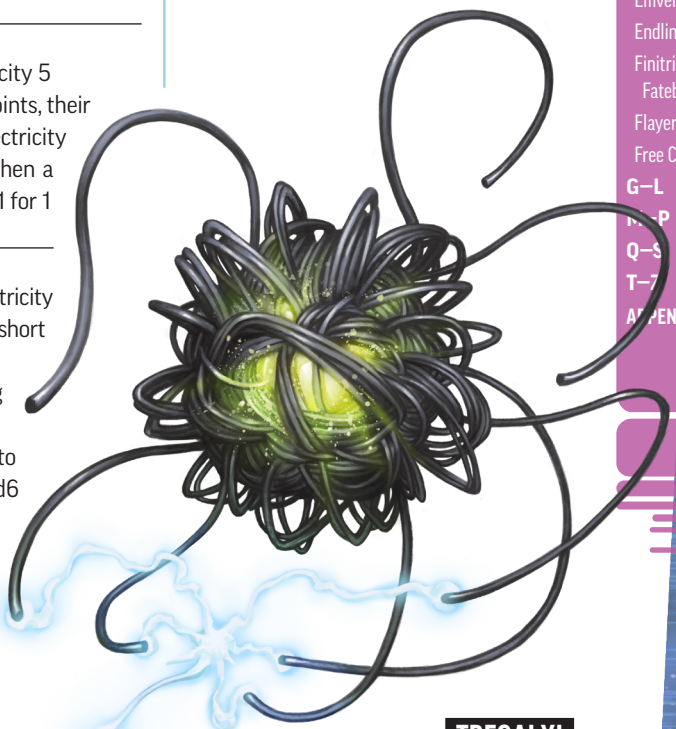
**Speed** 25 feet, burrow 15 feet
**Melee** ❖ volt burst +10, **Damage** 1d12 electricity plus 1d4 persistent electricity
**Melee** ❖ live wire +10 (agile, finesse), **Damage** 1d8+2 piercing plus short circuit
**Ranged** ❖ wire extension +12 (range 60 feet), **Damage** 1d6+1 piercing plus short circuit
**Circuit Splice** ❖❖ (manipulate) The tregalxi extends their wire frame to all enemies within 30 feet. Each creature takes 2d6 piercing and 2d6 electricity damage (DC 20 basic Reflex save). The tregalxi can't use Circuit Splice again for 1d4 rounds.
**Short Circuit** When a creature makes direct contact with a tregalxi's wires, the creature takes 1d6 electricity damage with a DC 20 basic Reflex save.

## PLASMAZER

Plasmazers are air elementals of vivid colors and grumpy disposition who became commonly found in the Universe after the invention of neon lighting. They manifest as dangerous explosions of light and color that shut down city grids, redirecting the power into a strobing neon kaleidoscope. They often take the shape of legendary birds or other creatures from local myths. Experimental club owners have tried harnessing plasmazers to produce special effects for their dance parties, but such situations usually end with dancers dodging plasma beams. The plasma slide is the name of a line dance that went viral after a plasmazer broke free at the Neon Crypt, an all-hours club on Eox with a reputation for rowdy fetes.

### FORGOTTEN GRUDGE

Most plasmazers tend to be sullen and cranky, even with known acquaintances. In their own words, it's difficult not to be upset when constantly on fire. They become even more aggressive in the presence of antique neon tubes, which they seek to destroy for reasons lost to the Gap.



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### DRIFTING OFF

*"Tacineah is sound asleep. I thought I heard a scream, but she's curled up by a window bathed in Mataras' light. I can't say I blame her. It's been a long time since we saw the sun. Its warmth is so inviting, and that floor looks so comfy. I think I'm just now realizing how tired I am. I think, perhaps, I'll join her. Tomorrow, we can talk about what to do with our new lives... tomorrow..."*

—Partial audio log recovered from an abandoned ship near Aballon whose inhabitants all seem to have starved despite full cargo holds.

PLASMAZER

## PLASMAZER CREATURE 6

MEDIUM AIR ELEMENTAL

**Perception** +16; darkvision

**Languages** Sussuran

**Skills** Acrobatics +15, Society +11, Technology Lore +13

**Str** +2, **Dex** +5, **Con** +2, **Int** +2, **Wis** +1, **Cha** +0

**AC** 24; **Fort** +8, **Ref** +15, **Will** +12

**HP** 73; **Immunities** bleed, paralyzed, poison, polymorph, sleep; **Resistances** electricity 5, fire 5

**Tinted Glow** A plasmazer emits bright light of their color in a 30-foot radius and dim light in the next 30 feet.

**Redirect Arc** ↷ **Trigger** The plasmazer takes electricity damage; **Effect** The plasmazer redirects the triggering effect to a creature within 30 feet. The creature attempts a DC 21 Reflex save. On failure, the creature takes an equal amount of electricity damage as the triggering effect.

**Speed** fly 40 feet

**Melee** ❖ static slam +12 (agile, finesse), **Damage** 2d6+5 electricity damage plus 1d6 fire damage

**Ranged** ❖ beam +17 (electricity, range increment 60 feet), **Damage** 2d6+6 electricity damage

**Flash Strike** ❖❖ The plasmazer Flies twice in a straight line, ignoring any creatures in their path as if the plasmazer is incorporeal. All creatures in or adjacent to the plasmazer's path take 4d6 electricity damage with a DC 21 basic Reflex save. On critical failure, a creature also takes 2d6 persistent fire damage and is blinded for 1 round.

### FLARYSCA

What seem to be glimmering motes of dust drifting in a sunbeam might be the scattered forms of flaryscas drifting across space, dormant but poised to ignite at any moment. Flaryscas materialize ethereally within a sun's rays, dancing to the farthest reaches of space where they flare up for a brief, intense period, then presumably fade away into repose.

While pleasant to look at, flaryscas are responsible for unexplained deaths occurring on many worlds, and even in space. Their soporific aura lulls creatures to curl up lazily in the sun, ignoring cravings for sustenance as flaryscas cavort around these slumberers. While perfect for an afternoon nap or a leshy cosmonaut in search of a snack, on rare occasions such a slumber might prove deadly.

## FLARYSCA CREATURE 7

MEDIUM ELEMENTAL FIRE

**Perception** +13; darkvision, sun sense (precise) 60 feet

**Languages** Pyric

**Skills** Deception +15, Nature +17, Stealth +15 (+18 if in direct sunlight), Sun Lore +18

**Str** +4, **Dex** +6, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2

**Sun Sense** A flarysca can sense the presence of sunlight within 60 feet as a precise sense.

**AC** 24; **Fort** +13, **Ref** +18, **Will** +16

**HP** 98, rejuvenate; **Immunities** bleed, blinded, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

**Lazy Sunlight** (aura, incapacitation, sleep) 15 feet. Creatures other than the flarysca that enter or begin their turn within the aura must attempt a DC 25 Fortitude save. On a failure, a creature becomes clumsy 1, or increases it clumsy value by 1 if it was already clumsy. If it was already clumsy 2 or greater, it instead becomes

unconscious until it begins its turn outside the lazy sunlight aura. Creatures can't reduce their clumsy values while within the lazy sunlight aura. On a critical success, a creature becomes temporarily immune to lazy sunlight for 1 hour.

**Rejuvenate** (healing) The flarysca has regeneration 20 (deactivated by cold; page 210) while in direct sunlight. In addition to being deactivated by cold, this regeneration deactivates for 1 round whenever the flarysca takes an Attack action.

**Reactive Burst** ❖ (fire, primal) **Trigger** A creature interacts with or moves through a sunbeam containing a sleeping flarysca; **Effect** The flarysca startles awake, letting out a burst of fire as their body reconstitutes within the sunlight. The triggering creature and any other creature within 30 feet of the flarysca must succeed at a DC 25 basic Reflex save or take 8d6 fire damage.

**Speed** 25 feet

**Melee** ❖ sun burn +16 (agile, finesse), **Damage** 1d8+4 bludgeoning plus 2d6 persistent fire

**Ranged** ❖ ray of sunshine +16 (range increment 60 feet), **Damage** 2d6 piercing plus 2d4 fire damage

**Creeping Warmth** ❖ **Frequency** once per minute; **Effect** The flarysca shines brightly, increasing the radius of their lazy sunlight aura by 5 feet for 1 minute.

**Light Jump** ❖ (teleportation) **Frequency** once per round; **Requirements** The flarysca is standing within direct sunlight; **Effect** The flarysca teleports themself to another sunbeam or area of direct sunlight they can sense within 60 feet, with the effects of the *translocate* spell.

## SHIPBREAKER

Shipbreakers are bullet-shaped chunks of living steel crackling with electricity from their plasma fields. Shipbreakers propel themselves through space, seeking faint electronic signals emitted by starships. After tracking a target, shipbreakers slam into the starship using a powerful breach maneuver and then rip through the hull to get at the crew inside, ingesting passengers, components, and cargo in a vicious gulp that fuels their interplanetary predation.

Shipbreakers are especially attracted to batteries and even prioritize eating a fully charged battery over a more nutritious living creature. These batteries remain a permanent component of shipbreakers, storing and retrieving excess caloric energy from the elementals. Shipbreakers that have ingested a tremendous amount of batteries over their long existences often glow from the inside or crackle with electricity.

### SHIPBREAKER CREATURE 8

HUGE | COSMIC | ELEMENTAL | METAL | TECH

**Perception** +13; darkvision, electroreception, techsense (imprecise) 100 feet

**Skills** Athletics +19, Piloting +15, Survival +15

**Str** +6, **Dex** +3, **Con** +4, **Int** –5, **Wis** +2, **Cha** +0

**Items** advanced batteries (3 to 3,000)

**Electroreception** While in space, the shipbreaker can sense electronic signals from starships in the same star system. While it can't necessarily interpret starship signals, it has a vague sense of the intent or purpose of any given starship signal, such as "to scan," "to communicate," or "to warn of danger."

**Techsense** A shipbreaker can detect creatures and items with the tech trait as an imprecise sense at the listed range.

**AC** 25; **Fort** +18, **Ref** +15, **Will** +14

**HP** 173; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** electricity 8; **Resistances** piercing 8, slashing 8

### SHIPBREAKER TREASURE

Sometimes, a shipbreaker swallows something too big for its body and is slain by the resulting rupture. Rather than fade back to the Plane of Metal, shipbreakers float aimlessly in space until discovered by a lucky crew. A shipbreaker's dead husk is a rare but valuable find. Explorers and pirates of the cosmos know shipbreakers' bellies contain bountiful loot—anything from salvageable shipwrecks to valuable cargo or lost magical relics from another era.

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### WASTEWITHER ORIGINS

Most wastewithers can speak and understand Thalassic because they were once water elementals that were polluted or otherwise transformed. Scientists hypothesize that wastewithers ventured too close to the Plane of Metal and were altered on a molecular level. Some religious ministers preach that their forms are punishment for some forgotten misdeed. On the Plane of Water, most know wastewithers as embodiments of natural water sources that have been polluted.

**Plasma Shield** ↻ (fire, electricity) **Trigger** A creature hits the shipbreaker with a melee Strike; **Effect** The shipbreaker discharges a field of plasma, dealing 2d6 fire damage and 1 persistent electricity damage plus the effects of plasmashock to the triggering creature.

**Speed** fly 60 feet

**Melee** ❖ jaws +20, **Damage** 2d12+6 piercing plus 1d6 electricity and plasmashock

**Atmospheric Breach** ❖❖ (attack) The shipbreaker Flies, then Leaps vertically up to 25 feet, plus a cumulative 25 feet for each consecutive round the shipbreaker uses this ability, and makes a jaws Strike against a creature at any point during the jump. In low gravity, the shipbreaker Leaps 100 feet high the first round it jumps, cumulatively multiplied by 4 each consecutive round if trying to reach escape velocity to leave the surface of a planet (which requires 5 consecutive rounds of using Atmospheric Breach in a low-gravity environment).

**Plasmashock** (electricity) A creature damaged by a shipbreaker's Plasma Shield or jaws Strike must attempt a DC 26 Fortitude save.

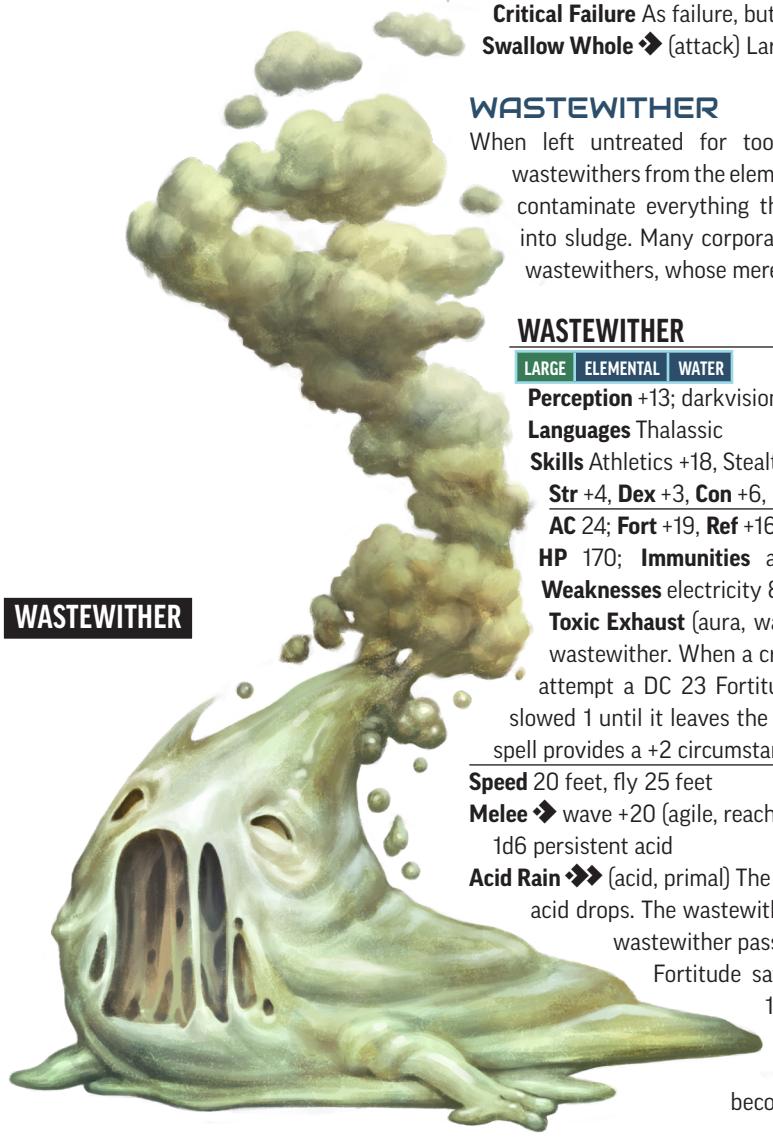
**Critical Success** The creature is unaffected and becomes temporarily immune to plasmashock for 1 hour.

**Success** The creature becomes off-guard and loses its reactions until the start of its next turn. If the creature has the tech trait or the shipbreaker was attacked by a tech weapon, the creature or weapon becomes glitching 1.

**Failure** The creature is stunned 1. If the creature has the tech trait or the shipbreaker was attacked by a tech weapon, the creature or weapon becomes glitching 2.

**Critical Failure** As failure, but stunned 2 and glitching 3.

**Swallow Whole** ❖ (attack) Large, 2d10+4 bludgeoning, Rupture 17 (page 210)



WASTEWITHER

## WASTEWITHER

When left untreated for too long, standing industrial wastewater attracts wastewithers from the elemental Plane of Water as it evaporates. Wastewithers contaminate everything they touch, turning solid ground and clean water into sludge. Many corporate dumping sites and toxic spills attract or spawn wastewithers, whose mere presence further contaminates the ecosystem.

### WASTEWITHER CREATURE 8

LARGE ELEMENTAL WATER

**Perception** +13; darkvision

**Languages** Thalassic

**Skills** Athletics +18, Stealth +16 (+18 in water)

**Str** +4, **Dex** +3, **Con** +6, **Int** +1, **Wis** +4, **Cha** +0

**AC** 24; **Fort** +19, **Ref** +16, **Will** +13

**HP** 170; **Immunities** acid, bleed, drained, paralyzed, poison, sleep; **Weaknesses** electricity 8, fire 8

**Toxic Exhaust** (aura, water) 15 feet. A poisonous mist lingers around the wastewither. When a creature enters or starts its turn in the aura, it must attempt a DC 23 Fortitude save. If the creature fails, it's sickened 1 and slowed 1 until it leaves the aura. Environmental protections or an appropriate spell provides a +2 circumstance bonus to saves against the aura.

**Speed** 20 feet, fly 25 feet

**Melee** ❖ wave +20 (agile, reach 10 feet), **Damage** 2d8+7 bludgeoning damage plus 1d6 persistent acid

**Acid Rain** ❖❖ (acid, primal) The wastewither vaporizes into a cloud and rains down acid drops. The wastewither Flies up to twice their Speed. Any creature the wastewither passes over takes 9d8 acid damage with a DC 23 basic Fortitude save. A wastewither can't use Acid Rain again for 1d4 rounds.

**Contaminated Sludge** ❖❖ **Frequency** once per day; **Effect** All terrain in a 30-foot emanation becomes difficult terrain for 1 minute. All creatures that

enter or begin their turn in the affected area must attempt a DC 23 Fortitude save or become drained 1. This drained value is cumulative, to a maximum of drained 4.

**Swallow Whole** ❖ (attack) Medium, 2d8+12 bludgeoning damage plus 2d6 acid damage, Rupture 21 (page 210)

## TERGAIATOR

Amid space's asteroid belts and atop their rocky exteriors rest the homes of these massive, competition-loving elementals. Tergaiators augment their bodies with pieces of asteroid as they wrestle and jump around. They thrive off the nutrients within asteroids and fight to protect their homes from being excessively farmed by greedy mining ventures.

### TERGAIATOR CREATURE 10

HUGE ELEMENTAL EARTH

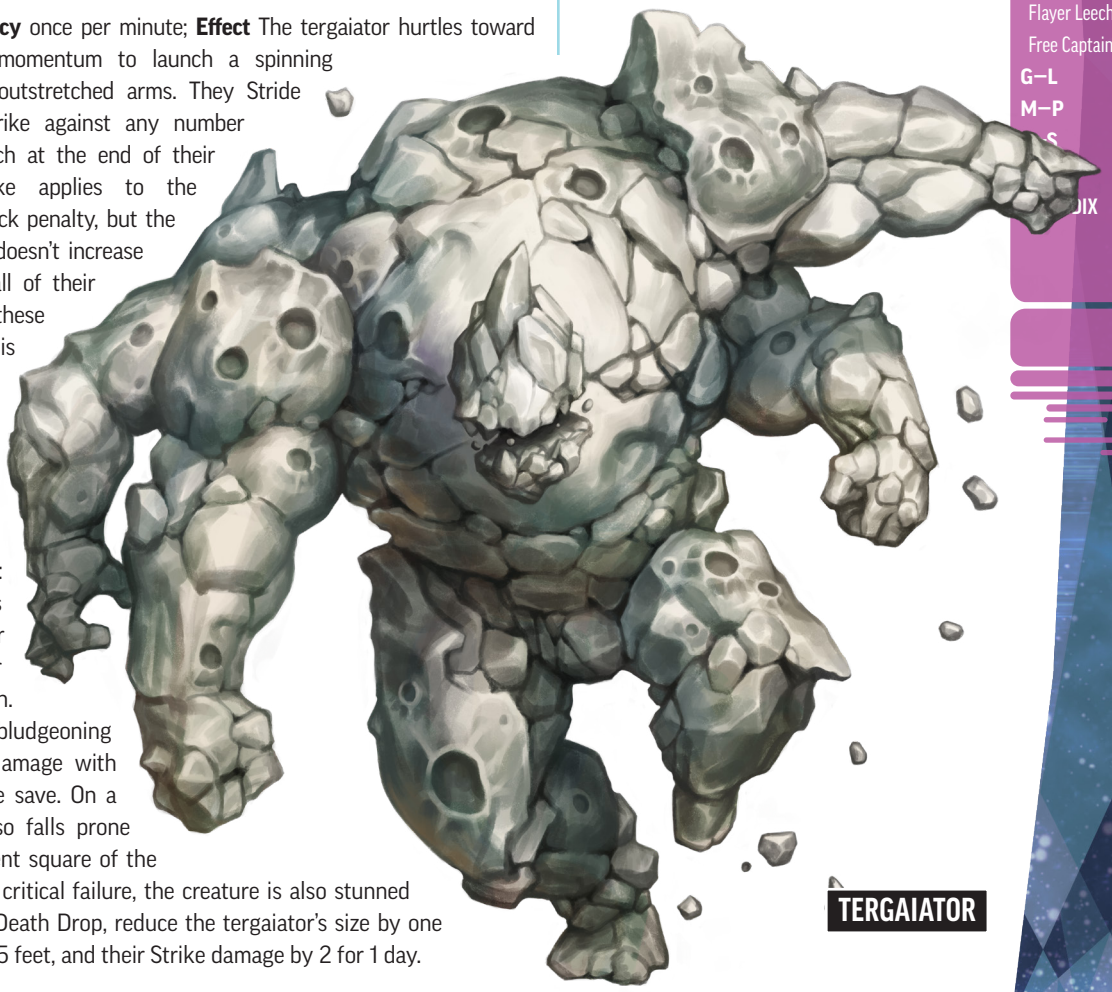
**Perception** +22; tremorsense (precise) 60 feet (page 210)
**Languages** Petran, telepathy 120 feet (page 210)
**Skills** Acrobatics +19, Asteroid Lore +17, Athletics +24, Physical Science +17
**Str** +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +2

**AC** 30; **Fort** +23, **Ref** +17, **Will** +18
**HP** 226; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 7
**Reactive Strike** ↻ (page 209)

**Speed** 30 feet, burrow 30 feet, climb 30 feet
**Melee** ❖ discus punch +23 (reach 15 feet), **Damage** 2d12+9 bludgeoning plus Improved Grab (page 209)
**Ranged** ❖ meteor fragment +23 (brutal, range increment 120 feet), **Damage** 2d8+9 bludgeoning
**Orbital Lariat** ❖❖ **Frequency** once per minute; **Effect** The tergaiator hurtles toward their foes, using the momentum to launch a spinning flurry of attacks with outstretched arms. They Stride and make a melee Strike against any number of creatures within reach at the end of their movement. Each Strike applies to the tergaiator's multiple attack penalty, but the multiple attack penalty doesn't increase until after they make all of their attacks. After making these attacks, the tergaiator is also clumsy 1 until the start of their next turn.
**Meteoric Death Drop** ❖❖ **Frequency** once per day; **Requirements** The tergaiator has a creature grabbed; **Effect** The tergaiator launches themself and their victim high up in the air before crashing down. The creature takes 5d8 bludgeoning damage and 1d6 fire damage with a DC 30 basic Fortitude save. On a failure, the creature also falls prone in an unoccupied adjacent square of the tergaiator's choice; on a critical failure, the creature is also stunned 1. After using Meteoric Death Drop, reduce the tergaiator's size by one category, their reach by 5 feet, and their Strike damage by 2 for 1 day.

### SHOOTING STAR, OR FALLING ELEMENTAL?

Tergaiators occasionally miss a jump and fall out of their asteroid belt. Sometimes, they simply float until they collide with a ship. Other times, they get caught in a planet's gravitational pull and go hurtling down through the atmosphere until they crash into a fiery crater. Countless craters on planets and moons were created by tergaiators crash-landing off target. Most Diasporan crèche worlds have sophisticated alarm systems in place to warn residents of incoming tergaiators, who unfortunately sometimes fall off the mark in groups, forming destructive showers like their meteor cousins.



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### OTHER ELINDRIANS

These elindrians are but a few types who have emerged from Castrovel thus far. Others include masses of tiny drone workers who rapidly converge on a dig site, excavate their fellows under the command of an elindrian acolyte, then perish in a disturbing feeding ritual; invisible shock troopers who fly deep into enemy territory, their wings emitting horrible screaming sounds as they spread poisonous gas; and plodding builders who devour as much organic matter as they can find, growing to immense sizes and later disgorging chitinous building materials to assemble lairs for their queens.

## ELINDRIAN

The people known as elindrians vanished eons ago into desolate husk-hives beneath the surface of the planet Castrovel. Until recently, they were creatures of legend, existing only in the most obscure formian histories. Now, scholars on Castrovel desperately search for additional records about elindrians, their origins, and—most importantly—the truth about their connection to the terrifying ooze-like creature that recently descended from their moon, Elindrae. One theory is that elindrians share some primal bond with the ooze-thing called the Terror of Ukulam, and perhaps both originate from Elindrae—other theories claim that elindrians created the ooze in the first place or that they're distant cousins to formians, corrupted by the Terror long ago.

### ELINDRIAN ACOLYTE

These elindrians are the rank-and-file worshippers of the Terror of Ukulam. Recently risen from the dead by some primal force or occult upheaval—no one is sure—they single-mindedly pursue their grisly task of unearthing fellow elindrians across Castrovel; many others have risen from the dead, but most still remain buried. They stop only to attack other living creatures that intervene.

**ELINDRIAN ACOLYTE** **CREATURE 2**

MEDIUM ELINDRIAN

**Perception** +7; scent (imprecise) 30 feet

**Languages** Elindrian, Formian; telepathy 60 feet (page 210)

**Skills** Athletics +7, Elindrian Lore +4, Nature +7, Survival +7

**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** –1

**Husk Mind** (primal) Elindrians can communicate nearly instantaneously via a primal bond similar to a formian hive mind. While within telepathic range of at least one other elindrian with husk mind, an elindrian acolyte gains a +2 circumstance bonus to initiative rolls, Perception checks, and saving throws against mental effects. If one elindrian is aware of a combatant, all members of the husk mind within range are aware of it.

The elindrian's husk mind is integrated with their scent; for purposes of detecting other elindrians, formians, undead, or corpses, their scent is a precise sense, rather than imprecise.

An elindrian always knows the precise distance and direction to the Terror of Ukulam (page 186), so long as they're on the same plane of existence.

**AC** 18; **Fort** +7, **Ref** +7, **Will** +9

**HP** 30

**Unfetter Allies** While the elindrian acolyte is within 30 feet of another elindrian who's unable to move or act normally (such as if they're buried, immobilized, grabbed, paralyzed, restrained, stunned, or otherwise impeded), the elindrian acolyte becomes quickened 1 and can use the extra action to Burrow, Fly, Shove, Stride, or Strike.

**Speed** 25 feet, burrow 5 feet, fly 25 feet

**Melee** ❖ chitin blade +7 (agile), **Damage** 1d6+3 slashing

**Occult Prepared Spells** DC 18, attack +10; **1st** *enfeeble*, *force barrage*, *mind skewer*; **Cantrips (1st)** *daze*, *injury echo*, *read aura*, *seek the stars*, *void warp*

ELINDRIAN ACOLYTE

### ELINDRIAN CELEBRANT

These elindrian warriors relish violence. Their only motivation seems to be spreading pain, which they themselves are immune to; their nerve endings developed in such a way that they can't feel pain at all, experiencing it in some way that causes them little to no suffering. As long as there's an elindrian queen nearby to revive them, celebrants spend

most of their time battling one another, honing their capability to do violence until a better target comes along.

## ELINDRIAN CELEBRANT CREATURE 4

MEDIUM ELINDRIAN

**Perception** +9; scent (imprecise) 30 feet
**Languages** Elindrian, Formian; telepathy 120 feet (page 210)
**Skills** Acrobatics +9, Athletics +12, Crafting +6, Intimidation +7, Stealth +9
**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** –1
**Items** integrated chitinous painsaw (1 celebrant heart battery; see pain bond)
**Husk Mind** (primal) As elindrian acolyte.

**AC** 20; **Fort** +10, **Ref** +11, **Will** +7
**HP** 60

**Speed** 25 feet, burrow 5 feet, fly 25 feet
**Melee** ❖ chitinous painsaw +14 (boost 1d4, powered, reach 10 feet, tech), **Damage** 1d10+4 slashing plus pain bond
**Ranged** ❖ chitin shard +13 (agile, thrown 10 feet, versatile S), **Damage** 1d6+4 piercing
**Pain Bond** A celebrant's painsaw is powered by the heart of another celebrant. If a celebrant is within 30 feet of a painsaw that contains their heart when the painsaw Strikes a creature, the celebrant regains a number of Hit Points equal to their level (typically 4). It's taboo for a celebrant to wield a painsaw made from their own heart or a heart from any celebrant whose death they didn't witness (or cause) themself. A painsaw otherwise functions in all ways like a painglaive but doesn't function with normal batteries. A single celebrant heart functions as a tactical battery when used with a painsaw; it recharges if the celebrant spends 10 minutes in the presence of an elindrian queen.

## ELINDRIAN QUEEN

While no one has confirmed the existence of elindrian queens, the elindrians' few similarities to formians have led scholars to believe they must exist. Indeed, these formidable matriarchs are the primary force driving elindrians to unite with the Terror of Ukulam.

## ELINDRIAN QUEEN CREATURE 18

RARE LARGE ELINDRIAN

**Perception** +32; scent (imprecise) 30 feet
**Languages** Elindrian, Formian; telepathy 180 feet (page 210)
**Skills** Athletics +31, Crafting +28, Intimidation +32, Nature +29, Occultism +30, Piloting +26
**Str** +7, **Dex** +4, **Con** +10, **Int** +6, **Wis** +7, **Cha** +8
**Husk Mind** (primal) As elindrian acolyte.

**AC** 41; **Fort** +36, **Ref** +26, **Will** +33
**HP** 270; **Resistances** mental 15, physical 15

**Speed** 10 feet
**Melee** ❖ claw +35 (agile, reach 15 feet), **Damage** 3d12+14 slashing
**Primal Innate Spells** DC 44, attack +36; **9th** *call cosmos*, *massacre*; **8th** *desiccate*, *moment of renewal*, *singularity seed*; **7th** *execute* (at will)
**Rituals** DC 44; **10th** *resurrect* (elindrians only; up to 10 elindrians with one casting and a cast time of only 10 minutes if they perished within the last hour)
**Vision of Elindrae** ❖❖ (concentrate, emotion, fear, mental, primal) The elindrian queen assails creatures with visions of environmental destruction on the moon Elindrae. She targets as many creatures as she wishes within range of her telepathy and to whom she has a line of effect. The creatures take 3d6 mental damage and 1d6 persistent mental damage (DC 40 basic Will save) and are frightened 2 on a failure (or frightened 4 on a critical failure). On a critical success, creatures are temporarily immune to Vision of Elindrae for 24 hours.

## ELINDRIAN SPACE TRAVEL

Following the destructive emergence of the Terror of Ukulam from beneath Elindrae's surface, work crews set about looking for clues as to the creature's origins. While the area remains highly radioactive and filled with horrible oozes and other threats, a few explorers have survived long enough to make a disturbing discovery: strange, long-abandoned starships lie buried near the ooze's former resting place.

ELINDRIAN CELEBRANT

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### PET EMPATHNIDS

Smaller and less hostile empathnids have become pets in some places among the Pact Worlds. These arachnids are available in a staggering variety of colors and often form deep bonds with their owners—once trust has been earned.

## EMPATHNID

Empathnids have tremendous empathy for other creatures. The fact that the 8-inch spidery creatures come in a variety of colors and have a lifesaving venom likely explains why they're frequently used as companions or pets across the Pact Worlds.

### EMPATHNID

Empathnids take a liking to those who show them genuine empathy. While they usually avoid combat, empathnids jump into action if their friends are threatened.

**EMPATHNID** **CREATURE -1**

TINY ANIMAL

**Perception** +5; darkvision, emotionsense (precise) 30 feet

**Skills** Acrobatics +5, Athletics +4, Stealth +7

**Str** +1, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –3

**Emotionsense** This is a precise sense against creatures under an emotion effect or in the grips of overwhelming emotions (at the GM's discretion). Against other creatures, this is an imprecise sense. Creatures immune to emotion or mental effects or under the effects of a *calm* spell are undetectable by emotionsense.

**AC** 15; **Fort** +2, **Ref** +6, **Will** +5

**HP** 6

**Moral Support** (mental) Allies sharing the same space as the empathnid receive a +1 circumstance bonus on saving throws against emotion and mental effects.

**Speed** 20 feet, climb 20 feet

**Melee** ❖ fangs +6 (finesse), **Damage** 1d4+1 piercing

**Stabilizing Antivenom** ❖ **Frequency** once per day; **Requirements** The empathnid is sharing a space with a creature with the dying condition; **Effect** The empathnid injects its proto-venom into the creature. That creature loses the dying condition, though it remains unconscious at 0 Hit Points.

EMPATHNID

### DREAD EMPATHNID

Dread empathnids are deadly hunters native to jungle planets. They thrive on populated worlds, and their preferred prey are intelligent humanoids. Drawn to negative emotions, dread empathnids absorb the terror of their dying victims and infuse their webbing with these horrific experiences.

**DREAD EMPATHNID** **CREATURE 3**

MEDIUM ANIMAL

**Perception** +12; darkvision, emotionsense (precise) 30 feet

**Skills** Acrobatics +10, Athletics +8, Stealth +9

**Str** +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +3, **Cha** –4

**Emotionsense** As empathnid.

**AC** 19; **Fort** +7, **Ref** +13, **Will** +9

**HP** 36

**Speed** 25 feet, climb 25 feet

**Melee** ❖ fangs +9 (agile), **Damage** 1d10+2 piercing plus dread venom

**Ranged** ❖ psychic web +13 (range increment 30 feet), **Effect** 2d8+2 mental plus mental mire

**Area Fire** ❖❖ psychic burst (30-foot cone, mental), **Damage** 2d8 mental (DC 20 basic Reflex save) plus mental mire

**Dread Venom** (mental, poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 mental damage and frightened 1 (1 round); **Stage 2** 2d6 mental and frightened 2 (1 round); **Stage 3** As stage 2, plus doomed 1 (1 round)

**Mental Mire** A non-flying creature damaged by the dread empathnid's psychic web Strike or psychic burst is immobilized, stuck to the ground or nearest adjacent surface until it Escapes (DC 18). A flying creature must instead succeed at a DC 18 Reflex save or fall 20 feet (or 40 feet on a critical failure).

# EMVERMOD

A form of house spirit, the emvermod, or "moderator fey," is a shy resident of one or more online communities who helps keep the online space vibrant, engaged, and orderly. They often take on the appearance of their avatar, choosing one that fits with the other members of their infosphere niche.

When given proper respect, an emvermod is a diligent administrator who helps an online community thrive while working alongside other moderators in the online space. When disrespected or accused of causing harm to the community, they cause all sorts of mischief, such as deleting posts, shadow banning members, and even imitating other users.

## EMVERMOD CREATURE 2

SMALL FEY

**Perception** +9; low-light vision, modvision (imprecise) 1,000 feet

**Languages** Common, Fey; *truespeech*

**Skills** Computers +9, Infosphere Lore +11, Stealth +7, Thievery +7 (+9 to Steal a comm unit)

**Str** +1, **Dex** +2, **Con** +2, **Int** +5, **Wis** +3, **Cha** +1

**Items** comm unit, commercial pulsecaster pistol (1 commercial battery)

**Dutiful Moderator** An online community moderated by an emvermod never experiences random bugs or downtime. Any checks to Access Infosphere, Craft virtual items, Earn Income, or Hack using the community as a tool receive a +2 circumstance bonus. If the emvermod is unfriendly, such checks take a –2 circumstance penalty instead. An emvermod must spend a week in an online space to become a moderator.

**Modvision** An emvermod can sense items and creatures with active accounts on any community they moderate as an imprecise sense at the listed range. They recognize community members, even if they use an infosphere alias.

**AC** 16; **Fort** +6, **Ref** +8, **Will** +9

**HP** 39; **Weaknesses** cold iron 4; **Resistances** electricity 4

**Shy** An emvermod is naturally invisible while holding a comm unit or in a virtual space. They don't appear to have an account in any infosphere space they moderate. They can become visible, or even selectively visible, allowing only specific people to see them.

**Speed** 20 feet

**Melee** ❖ static tail +8 (agile, electricity, finesse, nonlethal), **Damage** 1d8+1 electricity

**Ranged** ❖ pulsecaster pistol +8 (expend 1, mag 10, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

**Primal Innate Spells** DC 18 **1st** *delete* (at will), *motivating ringtone*; **Cantrips (1st)** *analyze target*, *daze*, *implant data*; **Constant (5th)** *truespeech*

**Shadow Ban** ❖❖ (curse, incapacitation, mental) **Frequency** once per 10 minutes; **Effect** A creature within 60 feet with a comm unit or other computer connected to an infosphere must attempt a DC 18 Will save as the emvermod tries to ban it from communicating.

**Critical Success** No effect, and the creature is temporarily immune to Shadow Ban for 1 day.

**Success** The creature is unaffected.

**Failure** The creature can't use auditory actions or communicate, even by gesturing, generating text, or using telepathy. This also prevents the target from casting spells due to the magical words involved in casting, with the exception of subtle spells. This effect lasts for 1 minute, or until the moderator fey retracts the Shadow Ban or dies, whichever comes first.

**Critical Failure** As failure, except this effect lasts 24 hours.

### GREMLIN HUNTING

Moderator fey tend to be solitary, respectfully avoiding communities already inhabited by an existing fey. But when confronted with an overwhelming infestation of glitch gremlins, they'll set aside their moderation duties to band together and mercilessly dispatch their natural enemy.

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### OTHER ENDLINGS

All living things must die. Endlings haunt countless worlds, taking on forms unique to the circumstances of the species' evolution and extinction. Legends tell of gigantic endlings formed by the death of an entire world.

## ENDLING

Every species follows a natural arc as it emerges and evolves: rising, thriving, declining, and falling into extinction. When extremely unnatural ends to these paths occur—when unexpected predation, industrialization, or alien pathogens wipe out a population—endlings are born. These spectral members of extinct species typically develop as "answers" to their eradication. Xenobiologists differ on what creates endlings, unable to confirm whether the creatures are a species' last collective sorrow made manifest or just vengeful individual spirits—the last lights to go out.

### KORUVI

Koruvis were diminutive ungulates inhabiting Calen-5, a wet arboreal world. When a Veskarium mining company discovered rare starmetals on Calen-5, a mining boom destroyed the planet's equatorial rainforests and drove koruvis to extinction. Years after, settlers reported mysterious property damage, along with sightings of ghostly beasts that furiously dismantle any technology they encounter.

**KORUVI ENDLING** **CREATURE 3**

SMALL | INCORPOREAL | UNDEAD | UNHOLY

**Perception** +9; darkvision, techsense (precise) 60 feet

**Skills** Acrobatics +9, Athletics +5, Stealth +10, Survival +7

**Str** –5, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Techsense** A koruvi endling can sense the presence of creatures and objects with the tech trait as a precise sense at the listed range.

**AC** 17; **Fort** +6 **Ref** +9, **Will** +4

**HP** 38, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost killer,* spirit, or vitality; double resistance vs. non-magical)

**Rejuvenation** (divine) When an endling is destroyed, it reforms after 2d4 days within the area where it first emerged, fully healed. An endling can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting, such as an act of decolonization, ecological restoration, or curing the disease responsible for its extinction.

**Speed** fly 25 feet

**Melee** ❖ hoof +12 (magical), **Damage** 1d10+7 void

**Melee** ❖ horns +12 (agile, magical), **Damage** 1d6+7 void

**Ranged** ❖ squeal +10 (magical, range increment 30 feet), **Damage** 1d6+5 mental

**Tech Demolition** ❖❖ (attack, traversal) The koruvi endling Strides then makes a Strike against a creature or item with the tech trait that's in reach. If the target is a creature, on a hit, the creature is knocked prone and becomes glitching 1 for 1 minute (or glitching 2 on a critical hit). If the target is an object, on a hit, it becomes glitching 2 for 1 minute.

**JINCHORI ENDLING**

### JINCHORI

Jinchoris were sinuous quadrupedal reptiles that dug tunnel systems through the desert world of Priori-8. Their iridescent scales grew into dense armored plates, protecting them from the hunters who sought their brilliant frills as fashion accessories. Poachers started flooding jinchori tunnels with poison gas in a method that proved all too effective and wiped the species out. Years after, visitors to Priori-8 spy gleaming wyrms stalking them through caves and tunnels, and poachers die choking on spectral poison.

## JINCHORI ENDLING — CREATURE 6

LARGE | INCORPOREAL | UNDEAD | UNHOLY

**Perception** +15; darkvision, huntersight (precise) 60 feet
**Skills** Acrobatics +13, Athletics +11, Stealth +9
**Str** –5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** +5
**Huntersight** A jinchori can sense the presence of any creature wielding weapons as a precise sense at the listed range.

**AC** 22; **Fort** +10 **Ref** +16, **Will** +14
**HP** 75, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost killer,* spirit, or vitality; double resistance vs. non-magical)
**Rejuvenation** (divine) As koruvi endling.
**Reactive Strike** ↻ (page 209)

**Speed** fly 25 feet
**Melee** ❖ bite +15 (magical, reach 10 feet), **Damage** 1d10+5 piercing plus 1d10 poison
**Melee** ❖ claws +15 (agile, magical), **Damage** 2d6+5 slashing
**Noxious Breath** ❖❖ (poison) The jinchori endling floods the air with toxic fumes, dealing 4d12 poison damage in a 30-foot cone (DC 22 basic Fortitude save). A creature that fails its save is also sickened 1 (or sickened 2 on a critical failure). The jinchori can't use Noxious Breath again for 1d4 rounds.

## RIVARIN

Rivarins were furry, flat-toothed, three-eyed quadrupedal herbivores ranched as pack beasts by a feudal society on wintry Destalon-2. Rivarins were brought to extinction alongside their fledgling society by jinsuls. The jinsuls fled soon after, reportedly following attacks by ghostly giants with jagged fangs and baleful red eyes.

## RIVARIN ENDLING — CREATURE 10

HUGE | INCORPOREAL | UNDEAD | UNHOLY

**Perception** +19; darkvision, warsight (precise) 60 feet
**Skills** Athletics +19, Intimidation +22
**Str** –5, **Dex** +2, **Con** +4, **Int** –3, **Wis** +2, **Cha** +7
**Warsight** A rivarin endling can sense the presence of bleeding, frightened, or wounded creatures as a precise sense at the listed range.

**AC** 28; **Fort** +22 **Ref** +15, **Will** +18
**HP** 138, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost killer,* spirit, or vitality; double resistance vs. non-magical)
**Rejuvenation** (divine) As koruvi endling.
**Reactive Strike** ↻ (page 209)

**Speed** fly 35 feet
**Melee** ❖ bite +21 (magical, reach 15 feet), **Damage** 2d10+7 piercing plus bloodthirsty
**Bloodthirsty** Creatures hit by a rivarin endling's Strikes must succeed at a DC 29 Fortitude save or take 1d10 persistent bleed damage.
**Buck** ❖❖ (emotion, fear, mental) The rivarin endling Flies, then rears up in a terrifying display. Creatures within 30 feet must attempt a DC 29 Will save.
**Success** The creature is frightened 1.
**Failure** The creature is frightened 2 and must spend the first action of its next turn fleeing.
**Critical Failure** The creature is frightened 3 and fleeing for 1 round.

RIVARIN ENDLING

## ENDS AND BEGINNINGS

Xenodruids learn how to perform rituals that can exorcise the endlings from a world. With enough effort and time, a Xenowarden branch might even bring a vanished species back to existence. But not all nature's defenders see endlings as unnatural. Twisted xenodruid necromancers create endlings as instruments of vengeance and conquest.

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## FINITRIUM

Finitrium is an incredibly rare starmetal that enables its users to see the immediate future. In its raw form, these prescient visions are inaccurate and fragmentary, offering a split-second glimpse of countless overlapping futures—a dizzying experience that causes illness and migraines. When refined, these divinations become longer and more accurate. Knowledge of finitrium was suppressed by the fanatical Order of Dawning Fate, a violent criminal syndicate recently disbanded by the Starfinder Society.

## FINITRIUM FATEBENDER

Finitrium fatebenders are powerful magical constructs created from refined finitrium, a rare starmetal with divinatory properties. Thanks to their ability to see—and react to—the future, finitrium fatebenders make exceptional guardians and formidable foes.

### FINITRIUM FATEBENDER CREATURE 15

LARGE CONSTRUCT MINDLESS

**Perception** +23; darkvision

**Skills** Athletics +33

**Str** +8, **Dex** +2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

**Glimpse Fate** A finitrium fatebender gains a +5 circumstance bonus when rolling Perception for initiative, as it acts on flashes of insight harvested from potential futures.

**AC** 36; **Fort** +29, **Ref** +25, **Will** +23

**HP** 240; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, off-guard, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except force and sonic)

**A Million Fates** (aura, mental, occult, visual) 20 feet. A finitrium fatebender is surrounded by an aura of countless shifting potential futures—fragmented milliseconds of possibility all overlapping in a tumultuous blur. A creature that ends its turn in the aura must attempt a DC 33 Will save. If it fails, it's sickened 2 for 1 round (or 1d4 rounds on a critical failure). A creature that critically succeeds becomes temporarily immune to the aura for 1 day.

**Fated Outcome** ◆ (fortune) **Frequency** once per day; **Trigger** The finitrium fatebender fails or critically fails an attack roll or saving throw; **Effect** The finitrium fatebender rerolls the triggering check and takes the better result.

**Tactical Prescience** ↷ (occult, prediction) **Frequency** once per round; **Trigger** The finitrium fatebender would be hit by a Strike; **Effect** Having foreseen the incoming attack, the finitrium fatebender shifts position, gaining a +4 circumstance bonus to AC against the triggering attack.

**Speed** 20 feet

**Melee** ◆ fist +30 (magical, reach 10 feet), **Damage** 2d8+10 bludgeoning plus foretell doom

**Ranged** ◆ ray of twisted fate +24 (magical, occult, range increment 90 feet), **Damage** 2d6+4 mental plus foretell doom

**Foretell Doom** (mental, occult, prediction) Any creature hit by the finitrium fatebender's fist or ray of twisted fate Strikes receives a vision of their impending death at the hands of the finitrium fatebender. It must succeed at a DC 36 Will save or become stupefied 2; on a critical failure, the creature is also stunned 1. If the creature is already affected by foretold doom, it increases the appropriate stunned and stupefied values by 1 on a failed save, to a maximum of stunned 2 and stupefied 4. When the finitrium fatebender is destroyed, the creature has avoided this tragic fate and immediately recovers from its stupefied condition.

**Inexorable March** ◆ The finitrium fatebender Strides up to its Speed, pushing back each creature whose space it moves into and damaging creatures that try to stop its movement. A creature can attempt a DC 40 Fortitude save to bar the way, stopping the finitrium fatebender's movement on a success. On a critical success, the resisting creature takes no damage; otherwise, it's damaged as if hit by the finitrium fatebender's fist Strike.

**Fate Wave** ◆◆ (mental, occult) The finitrium fatebender releases a wave of twisted futures and shattered possibilities, dealing 16d6 mental damage in a 60-foot cone (DC 36 basic Will save). The finitrium fatebender can't use Fate Wave again for 1d4 rounds.

# FLAYER LEECH

Flayer leeches are tiny, invertebrate hunters with multi-hinged mouths that have developed an interesting life cycle: they wear their victim's skin to pose as them, consuming their innards to reproduce.

Flayer leeches will kill and feed on living creatures, feasting on the bone marrow of their victims. This consumption gives them sustenance to survive for weeks. Flayer leeches disengage the tendrils of their petallike mouths, extending them up to 2 meters and using them to stitch together a prey's remains, leaving the brain for it to consume. They then use these tendrils as a pseudo-skeleton to give structure to the body and move it, allowing them to convincingly reanimate the corpse and take on its movements and previous life. The flayer leech lacks the corpse's specific memories, however, which can make it easy to spot for those familiar with the leech's victim. Flayer leeches use this disguise as a safe harbor while feeding off the remaining marrow and nervous system and will defend these new bodies like their home.

## FLAYER LEECH CREATURE 4

TINY ANIMAL

**Perception** +11; darkvision

**Skills** Athletics +10, Stealth +14

**Str** +3, **Dex** +5, **Con** +2, **Int** –3, **Wis** +0, **Cha** +1

**Effigy Identity** While a flayer leech is in an effigy, it gains the ability to understand and speak all languages known by the corpse as well as knowledge of the corpse's physical abilities, identity, role in society, and personality. However, it doesn't gain the specific memories or knowledge of the corpse.

**AC** 21; **Fort** +14, **Ref** +11, **Will** +8

**HP** 55, regeneration 5 (deactivated by acid or sonic; page 210); **Weaknesses** bludgeoning 5

**Light Blindness** (page 209)

**Speed** 25 feet

**Melee** ❖ proboscis +13 (finesse), **Damage** 2d6+5 piercing

**Ranged** ❖ subsonic blast +13 (range increment 40 feet, sonic), **Damage** 2d6+2 sonic

**Create Effigy** ❖❖❖ (manipulate) A flayer leech consumes the brain of the corpse of a Medium or Small creature dead for no longer than an hour, taking over its body. It also stitches together any wounds the corpse might have, presenting only barely visible lines. It can use Stealth to Impersonate and doesn't need a disguise kit to do so, but it takes a –2 circumstance penalty to the check if any creature engages the flayer leech in conversation for 1 minute. When in this effigy form, it loses its weakness to bludgeoning and gains weakness 5 to sonic damage. It can make proboscis melee Strikes through extension in its wrists, but it can't make subsonic blast ranged Strikes. A flayer leech can Dismiss the effigy.

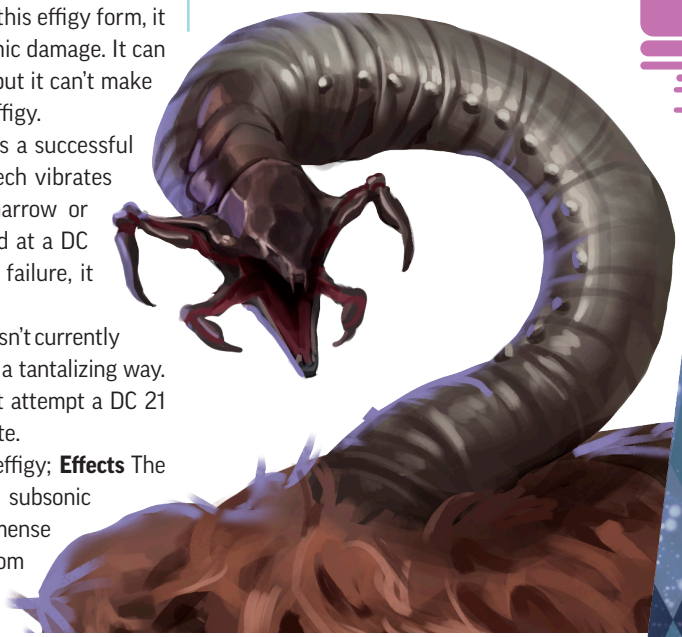
**Drink Marrow** ❖ **Requirements** The flayer leech's last action was a successful proboscis Strike against a living creature; **Effect** The flayer leech vibrates its proboscis at subsonic speed, drilling into a creature's marrow or equivalent bone structure. The required creature must succeed at a DC 21 Fortitude saving throw or become sickened 1. On a critical failure, it can't reduce this sickened condition for 1 minute.

**Mandible Dance** ❖❖ (mental, visual) **Requirements** The flayer leech isn't currently in an effigy; **Effect** The flayer leech wriggles its facial tendrils in a tantalizing way. Each creature within 30 feet that can see the flayer leech must attempt a DC 21 Will saving throw or be fascinated by the flayer leech for 1 minute.

**Warp Bones** ❖❖ (sonic) **Requirements** The flayer leech is in an effigy; **Effects** The flayer leech has a link to any marrow it's tasted. It sends out subsonic waves to vibrate its enemies' skeletal structures, causing immense pain. Any creature within 40 feet with the sickened condition from the flayer leech's Drink Marrow ability takes 3d8 sonic damage (DC 21 basic Fortitude save).

### DENIAL OF DEATH

On some planets, flayer leeches were bred as a cheaper, non-magical way to keep loved ones around after their mortal departure. While imperfect, the facsimile was often enough to help a bereaved family get through a difficult time. This practice has stopped not because of its macabre nature, but because it always ends up with a murderous flayer leech running loose.



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### BETTER TO BE FEARED

Some Free Captains treat their crew as families, though many use fear to maintain order. While many crew members are quick to leave such a vessel, those who tough it out quickly learn the captain's merciless reputation leads to less danger, as targets are more likely to give up their cargo or even their ship rather than risk their lives in an engagement with the ruthless captain. From surprise attacks to grisly decorations, such captains use whatever tactics and devices are at their disposal to instill fear in all those around them, friend and foe alike.

FREE CAPTAIN KNAVE

## FREE CAPTAINS

The Free Captains have been a scourge of interstellar shipping across the Pact Worlds for generations, but since the adoption of Drift Lanes, the outlaws have expanded their reach and scale by targeting ships across the galaxy using the new standardized interstellar shipping routes.

### FREE CAPTAIN KNAVE

The Free Captains aren't picky employers and will take almost anyone they believe capable of following the Pirate Code. Most Free Captain ships carry a handful of fresh recruits each trip, some of whom will actually return for a second voyage. While usually relegated to the most demeaning and mundane jobs on board, these sailors take every opportunity to prove themselves to the rest of the crew once combat starts.

**FREE CAPTAIN KNAVE** **CREATURE 1**

MEDIUM HUMAN HUMANOID

**Perception** +4

**Languages** Common

**Skills** Acrobatics +5, Athletics +6, Deception +5, Intimidation +5

**Str** +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

**Items** commercial armored coat, commercial baton, commercial laser pistol (2 commercial batteries)

**AC** 17; **Fort** +7, **Ref** +8, **Will** +4

**HP** 20

**Free Swing** ↻ **Trigger** A creature within melee reach is hit by a ranged weapon or rolls a failure or critical failure against an area attack; **Effect** The Free Captain knave makes a melee Strike against the triggering creature.

**Speed** 25 feet

**Melee** ❖ baton +6 (analog, finesse, nonlethal, parry), **Damage** 1d6+2 bludgeoning

**Ranged** ❖ laser pistol +6 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6 fire

**Blow the Man Down** A Free Captain knave's melee attacks gain the trip trait and Knockdown (page 209) ability against off-guard creatures.

**Capitalize on Fear** Any creature that has the frightened condition is off-guard against the Free Captain knave's attacks.

### FREE CAPTAIN GUNNER

Leading the assault with an explosion of cannon fire, the gunner's role in a boarding party is to incite a rout while protecting their fellow crew by suppressing a ship's defenses.

**FREE CAPTAIN GUNNER** **CREATURE 2**

MEDIUM HUMANOID KASATHA

**Perception** +7; low-light vision

**Languages** Common, Kasatha

**Skills** Athletics +7, Crafting +7, Deception +8, Intimidation +10, Piracy Lore +7

**Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

**Items** commercial baton, commercial breaching gun (20 projectiles), commercial carbon shield (Hardness 5, 20 HP, BT 10), commercial freebooter armor

**AC** 19 (21 with shield raised); **Fort** +11, **Ref** +5, **Will** +8

**HP** 28

**Four-Armed** (*Player Core* 54)

**Shield Block** ↻ In addition to the normal use of Shield Block (page 210), a Free Captain gunner can use Shield Block to prevent damage from an area attack and also prevent damage that would be dealt to an adjacent ally instead of themself.

**Speed** 25 feet
**Melee** ❖ baton +8 (analog, finesse, nonlethal, parry), **Damage** 1d6+3 bludgeoning
**Ranged** ❖ breaching gun +7 (analog, concussive, expend 1, kickback, mag 3, range increment 15 feet, ranged shove, razing, reload 1), **Damage** 1d10 piercing
**Fire in the Hole!** ❖❖ A special payload gives the breaching gun the area (15-foot cone) and unwieldy traits until the end of the gunner's turn. The gunner makes an attack using Area Fire (DC 19 basic Reflex save) that uses 3 projectiles. Enemies in the affected area who fail their save against the attack become suppressed until the start of the gunner's next turn.
**Raid Ready** ❖ The Free Captain gunner Switches Hands, then Raises a Shield or Reloads, in any order.
**Shiver Your Timbers** A creature damaged by the gunner's breaching gun can't reduce its frightened condition until the gunner's next turn.

## FREE CAPTAIN

Captain is the highest rank on board any vessel. They answer only to admirals of the Free Captains and only if their ship isn't engaged in active combat. This captain uses the void mode of her cutlass by default, the hundreds of shimmering stars in the blade representing the lives taken in her countless engagements.

### FREE CAPTAIN CREATURE 6

MEDIUM HUMANOID LASHUNTA

**Perception** +15
**Languages** Castrovelian, Common, Diasporan; telepathy 60 feet (page 210)
**Skills** Acrobatics +11, Athletics +16, Diplomacy +13, Intimidation +15, Piloting +13, Piracy Lore +16
**Str** +4, **Dex** +1, **Con** +1, **Int** +2, **Wis** +2, **Cha** +3
**Items** tactical freebooter armor, advanced phase cutlass (1 commercial battery), seashell religious symbol of Besmara, advanced starfall pistol (1 tactical battery)

**AC** 22; **Fort** +11, **Ref** +13, **Will** +14
**HP** 96
**Reactive Strike** ↻ (page 209)

**Speed** 25 feet
**Melee** ❖ phase cutlass +15 (analog, deadly d6, modular [S or void], powered, sweep, tech, tracking +1), **Damage** 2d6+8 void
**Area Fire** ❖❖ starfall pistol (20-foot line, expend 5, mag 10, reload 1, tech, tracking +1, unwieldy), **Damage** 2d6 fire plus 2d6 void (see soul squall; DC 22 basic Reflex save)
**Give 'Em No Quarter!** ❖ (concentrate, emotion, linguistic, mental) The Free Captain telepathically orders their crew to mercilessly slaughter one target. All allied creatures of equal or lower level within 60 feet of the Free Captain gain a +1 status bonus to attack rolls and damage rolls against one creature until the end of the Free Captain's next turn.
**Soul Squall** The stars of the Free Captain's cutlass seem to empower their starfall pistol, which deals an additional 2d6 void damage as long as the Free Captain is holding both weapons.
**Stardust Storm** ❖❖ The Free Captain uses Area Fire with their starfall pistol split by their phase cutlass, causing the starry darkness to spread. The pistol's Area Fire uses a 10-foot cone that deals 2d6 void damage. Creatures that fail their save against the Area Fire become frightened 1 (or frightened 2 on a critical failure).

### THE PIRATE CODE

- Never fight another Free Captain outside of a sanctioned duel.
- Never attack clients who pay for protection.
- A deal is a deal. Honor your agreements.
- All crew members are free to leave when a ship is in port but must otherwise obey their captain.
- Information about Drift Lanes can only be shared with others who follow the Pirate Code.

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### WRAITHS OF THE DRIFT

Garaggakals earned their reputation as "Drift wraiths" thanks to many incidents reported by unfortunate starship crews during interstellar travel. Reports from survivors and footage retrieved from ship recordings show the attacking garaggakals stepping easily through starship hulls to begin a systematic extermination of all life on board. Now, only foolhardy or uninformed salvage teams step aboard a derelict starship without some kind of force field or shock rifle to protect against garaggakals.

## GARAGGAKAL

The Drift is a strange place, and the creatures native to it are stranger still. Garaggakals prove no exception. Shaped vaguely like humanoids, they have arms and legs but also sallow, rubbery skin with long, scaly tails and gauzelike wings. Most horrifyingly, their faces are almost entirely taken up by their enormous, funnel-like mouth, lined with sharp teeth. While they use these mouths for the obvious purpose of biting, they can also use its powerful suction to draw actual life force from their prey.

Also known as "Drift wraiths," garaggakals hunt down any living creatures that linger too long in the Drift. For garaggakals, anything that isn't a fellow garaggakal is prey. However, they're no mere mindless hunters. Garaggakals are surprisingly intelligent and prefer to dissect victims, learning all about them before eating them. Often, garaggakals take their victims apart while they're still alive. Xenobiologists have determined that garaggakals don't even technically need to eat to survive, so their relentless hunger is seemingly psychological. They do require the energy of the Drift to survive in the absence of food, however, and further need the energy of the Drift to reproduce, seeking out areas of intense radiation to absorb and then build a new offspring from their own cells. Their children are fully grown at creation.

Garaggakals surprise their prey. They are quite stealthy and can even phase through solid matter, suddenly appearing on the inside of a starship—bad news for whatever living creatures happen to be inside. Con artists sell garaggakal repelling devices for travelers to use while in the Drift to prevent such visits.

### GARAGGAKAL

Most garaggakals are around 8 feet tall, weighing 400 pounds, with a 20-foot wingspan. Always on the move, they might find a temporary lair on a broken starship or floating chunk of terrain but are soon off again, in search of a new creature to be their next meal. While one rarely encounters garaggakals in the Universe, it can happen, particularly if their temporary lair exits in the Drift.

GARAGGAKAL

**GARAGGAKAL** **CREATURE 5**

MEDIUM COSMIC DRIFT

**Perception** +15; darkvision, emotion sense (imprecise) 60 feet, sense through

**Languages** Garaggakal (can't speak any language); telepathy 100 feet (page 210)

**Skills** Acrobatics +13, Athletics +12, Drift Lore +10, Stealth +12, Survival +10

**Str** +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +1, **Cha** +0

**Emotion Sense** (emotion, mental, occult) The garaggakal senses all creatures that are under emotion effects as an imprecise sense at the listed range.

**Sense Through** The garaggakal's imprecise senses function through most materials and walls. The senses are blocked by energy fields (such as force fields and force effects) and sufficiently dense material: 10 feet of wood or plastic, 5 feet of stone, 1 foot of common metal, or 6 inches of lead or any starmetal.

**AC** 21; **Fort** +13, **Ref** +15, **Will** +10

**HP** 80; **Immunities** inhaled, radiation; **Weaknesses** electricity 5

**No Breath** (page 209)

**Speed** 25 feet, fly 60 feet

**Melee** ❖ jaws +13, **Damage** 2d8+4 piercing

**Ranged** ❖ spit +15 (range increment 30 feet), **Damage** 2d6+2 acid plus draining saliva

**Draining Saliva** (poison) A creature that takes damage from a garaggakal's spit Strike must attempt a DC 20 Fortitude save. On a failure, it's drained 1 (or drained 2 on a critical failure).

**Leech Life** ❖❖ (concentrate, death, void) **Requirements** A living creature within 30 feet of the garaggakal has the drained condition; **Effect** The garaggakal amplifies the drain on the required creature's essential life force, dealing 5d6 void damage (DC 20 basic Fortitude save). The garaggakal gains temporary Hit Points equal to half the damage dealt that last 1 minute. Regardless of the result of the save, the garaggakal then Flies up to 15 feet closer to the required creature, and the required creature becomes temporarily immune to Leech Life for 24 hours.

**Phase Through** ❖❖ (concentrate, move) A garaggakal can shift out of phase with reality and thus can't be held by walls or cages. The garaggakal moves through up to 15 feet of solid matter. They must end their turn outside of the solid matter or take 5d6 bludgeoning damage. A garaggakal can't phase through force effects.

## GARAGGAKAL POLYMATH

These garaggakals have lived for centuries and reached sizes greater than 15 feet tall and 1,000 pounds. Garaggakal polymaths have spent their many years tormenting and tearing apart all the creatures they've encountered, and they have extensive recollection of anatomy of a wide variety of living things. They're even crueler than younger garaggakals, taking great delight in causing excruciating pain to their victims before stealing their life force. They travel much further through the Drift than their younger counterparts, driven by their insatiable desire to find and dissect new creatures.

### GARAGGAKAL POLYMATH CREATURE 14

LARGE COSMIC DRIFT

**Perception** +28; darkvision, emotion sense (imprecise) 60 feet, sense through

**Languages** Garaggakal (can't speak any language); telepathy 100 feet (page 210)

**Skills** Acrobatics +28, Arcana +23, Athletics +25, Drift Lore +23, Nature +25, Occultism +23, Stealth +25, Survival +23

**Str** +4, **Dex** +8, **Con** +5, **Int** +3, **Wis** +2, **Cha** +0

**Emotion Sense** (emotion, mental, occult) As garaggakal.

**Sense Through** As garaggakal.

**AC** 35; **Fort** +25, **Ref** +28, **Will** +22

**HP** 280; **Immunities** inhaled, radiation; **Weaknesses** electricity 10

**No Breath** (page 209)

**Speed** 25 feet, fly 60 ft

**Melee** ❖ jaws +27 (reach 10 feet), **Damage** 3d8+12 piercing

**Ranged** ❖ spit +29 (range increment 30 feet), **Damage** 3d6+8 acid plus draining saliva

**Analyzed Strike** ❖ **Requirements** The garaggakal's last action damaged a living creature with a jaws Strike; **Effect** The garaggakal uses their extensive knowledge of anatomy to dig into the wound, causing agonizing pain to the target. The garaggakal attempts a jaws Strike against the required creature, using the same multiple attack penalty as the previous Strike. On a hit, the target is also sickened 1 (or sickened 2 on a critical hit). This counts as two Strikes for the garaggakal's multiple attack penalty.

**Draining Saliva** (poison) As garaggakal, but DC 36.

**Leech Life** ❖❖ (concentrate, death, void) As garaggakal, but 10d6 void damage and DC 38.

**Phase Through** ❖❖ (concentrate, move) As garaggakal.

GARAGGAKAL POLYMATH

### GARAGGAKALS AND SPECTRA

Most spectra (page 176), especially those tasked with ensuring the safety of those who travel through the Drift, see garaggakals as unique threats that must be taken seriously. Spectra often stop at nothing to hunt down garaggakal polymaths and eliminate them.

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### A DAUNTING DISCOVERY

All current efforts at communicating with the fungal symbiotes have failed, leading the giant researchers to conclude that it's non-sentient, but renowned biologist Vengreneer claims that they've found a way to talk to the fungus using its growth patterns. Most of Vengreneer's peers have scoffed at the idea, but some secretly fear that discovering the fungus can communicate might dissuade the giants from using the fungus in their technology, hampering their continued scientific development.

## GIANT

Giants are enormous humanoids of many varieties who live all across the galaxy.

### BIOTECH GIANT

For eons, these giants traveled across the stars searching for a home. While exploring a potential new home in the Vast, they were overrun by a strange fungus that consumed everything they touched. The giants' size protected them from immediate annihilation, but most could only watch as the mycelium's blue-green tendrils covered their new home. In desperation, the giants devoted all their resources to science to find some way to eradicate the fungus. Instead, they learned how to adapt. The giants began living symbiotically with the fungus, grafting it onto their skin and incorporating it into their technology. Now, these giants explore the galaxy as scientists and preservers of myriad ecosystems. While they're most often found providing their scientific expertise to other species, a growing movement of daredevil explorers known as sporerunners travel some of the most dangerous locations in the galaxy on a quest to find a planet they can call home.

**BIOTECH GIANT** **CREATURE 11**

LARGE GIANT HUMANOID

**Perception** +23; darkvision, tremorsense (imprecise) 30 feet (page 210)

**Languages** Common, Jotun

**Skills** Athletics +18, Computers +22, Crafting +22, Life Science Lore +26, Medicine +23, Nature +21, Society +18

**Str** +1, **Dex** +2, **Con** +2, **Int** +7, **Wis** +4, **Cha** +4

**AC** 30; **Fort** +21, **Ref** +19, **Will** +21

**HP** 195, fast healing 10; **Immunities** electricity; **Weaknesses** fire 10; **Resistances** poison 10

**Electrified Mycelium** (aura) 10 feet. At the beginning of their turn, while the biotech giant is in contact with the ground, they can extend fungal tendrils from their body, starting as a 10-foot aura and increasing or decreasing by an additional 5 feet per turn as the giant wishes at the start of their turn. Any creature entering or starting its turn in the aura takes 5d8 electricity damage (DC 28 basic Fortitude save). When the giant Steps or Strides, they end their current aura and leave behind fungal ground cover in those spaces, starting a new aura at the beginning of their next turn.

**Fungal Ground Cover** Any creature that starts its turn in an area of fungal ground cover must succeed at a DC 26 Reflex save or take 3d8 electricity damage. This area is also difficult terrain for creatures other than biotech giants and fungus. Any amount of fire damage automatically destroys a square of fungal ground cover.

**Speed** 30 feet, climb 20 feet

**Melee** ❖ mycelial whip +21 (finesse, reach 20 feet), **Damage** 2d12+8 slashing plus 2d6 persistent electricity and mycelial rewiring

**Ranged** ❖ spore cannon +21 (integrated, range increment 20 feet), **Damage** 2d10+8 poison plus mycelial rewiring

**Mycelial Rewiring** When the biotech giant Strikes a creature with their mycelial whip or spore cannon, they leave some of the fungus behind, which immediately attempts to graft itself onto the targeted creature. The affected creature must attempt a DC 28 Fortitude save; on a failure, its implanted augmentations that count toward its implant limit cease to function for 1d4 rounds.

BIOTECH GIANT

## MOON GIANT

Moon giants are among the largest humanoids, standing approximately 24 feet tall. Their weight varies greatly depending on the locality, as their mass increases with the number of lunar bodies orbiting their current location, though this quality never seems to affect their mobility. Moon giants are calm and even-tempered for the most part, but lunar phases and celestial occurrences influence them easily, and anyone approaching them would be wise to consult the stars first. These giants often work as oracles, receiving gifts or offerings from pilgrims in exchange for their services.

### MOON GIANT CREATURE 15

HUGE COSMIC GIANT HUMANOID

**Perception** +29; darkvision, *truesight*
**Languages** Common, Jotun
**Skills** Athletics +25, Diplomacy +26, Lunar Lore +33, Medicine +27, Nature +29, Occultism +27
**Str** +4, **Dex** +5, **Con** +6, **Int** +4, **Wis** +6, **Cha** +3

**AC** 36; **Fort** +27, **Ref** +22, **Will** +27
**HP** 290; **Resistances** cold 15, fire 15

**Lunar Phase** (aura) 60 feet. The moon giant can choose waxing or waning at the start of each of their turns. When the aura is waxing, a living creature that starts its turn in the aura gains the quickened condition and can use this extra action to only to Stride or Strike. When the aura is waning, a creature that isn't a moon giant that enters the aura must attempt a DC 33 Will save. This is an incapacitation effect. It's then temporarily immune to the effects of the waning aura for 24 hours.

**Critical Success** The creature is unaffected.
**Success** The creature becomes stupefied 1 while in the aura.
**Failure** The creature becomes slowed 1 and stupefied 2 while in the aura.
**Critical Failure** As failure, and the creature falls unconscious but can still wake up due to a successful Perception check. If it's still unconscious after 1 hour, it wakes up automatically.

**Speed** 40 feet
**Melee** ❖ fist +28 (agile, reach 10 feet), **Damage** 3d10+15 bludgeoning
**Ranged** ❖ eye beam +30 (range increment 100 feet), **Damage** 3d12+18 fire
**Primal Innate Spells** DC 36, attack +28; **7th** *sunburst*, *void scour*; **6th** *cairn form*, *pocket vacuum*; **5th** *mind probe*, *wave of warning*; **4th** *life seal* (at will); **Cantrips (7th)** *reorient*, *seek the stars*, *stumble*; **Constant (6th)** *personal gravity*, *truesight*
**Gravitic Control** ❖❖ The moon giant changes gravity in a 20-foot radius burst anywhere within 60 feet. Gravity in the area is treated as one step higher or lower, such as from zero gravity to low gravity (*GM Core* 98), for 1 minute or until they use this ability again, whichever comes first.

### MOON CRAZED

Moon giants are extremely sensitive to lunar cycles. When on a planet with "too many" moons, there are rumors that these beings might temporarily lose themselves, but those who survive this experience are viewed as blessed by others of their ilk.

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### APEX HUNTERS

Beyond their powerful natural invisibility, glass serpents are incredibly cunning adversaries. Over the centuries, they've learned that most visitors to their world require protections to survive, and so many glass serpents actively try to disable environmental protections by puncturing vehicles or focusing their efforts on shredding armor to asphyxiate their foes.

## GLASS SERPENT

The great glass serpents of the barren planet of Eox are one of the Pact Worlds' most notorious apex predators. With an average length of almost 60 feet and a weight of about 5,000 pounds, the size and grace of glass serpents are only part of what makes them such efficient killers. Thanks to an innate invisibility provided by their unique scales, glass serpents remain outside of the visual spectrum of most creatures, allowing them to silently approach unsuspecting prey. Having evolved through Eox's numerous cataclysms, these serpents find sustenance from the rare bands of living creatures who visit the world, and in an odd turn, while they're consuming the living is when glass serpents are at their most vulnerable. The combination of acids and digestive fluids used in consuming a living creature also deprives the serpents of their invisibility, and canny glass serpent hunters actively tempt their quarry with animals to consume before attacking in force.

Glass serpents have made their way well beyond the confines of Eox, and some have even found an accepting ecosystem in the Diaspora's strange waterway, the River Between. The local sarcesians blame Eox for intentionally polluting their waterways with predators, though Eox denies all accusations of intentional meddling. Such debates have only intensified since the Diaspora was granted provisional Pact World status under the sarcesians' stewardship.

### GLASS SERPENT — CREATURE 5

HUGE | BEAST | COSMIC

**Perception** +14; darkvision

**Skills** Acrobatics +11, Athletics +14, Stealth +13

**Str** +5, **Dex** +4, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

**AC** 21; **Fort** +11, **Ref** +11, **Will** +8

**HP** 72

**Ravenous Invisibility** The glass serpent is naturally invisible. When a glass serpent takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as parts of its body become momentarily tangible. A glass serpent that has swallowed a creature becomes visible for the next day as its meal is being digested. If the swallowed creature escapes or is otherwise removed, the glass serpent immediately returns to being invisible.

**Ambush** ↻ **Trigger** A creature passes within 20 feet of the glass serpent and hasn't detected it; **Effect** The glass serpent lunges out of hiding. It Strides directly toward the triggering creature and makes a jaws Strike against it. The target creature is off-guard to this attack.

**Speed** 45 feet, climb 30 feet, swim 30 feet

**Melee** ❖ jaws +14 (reach 15 feet), **Damage** 2d8+5 piercing plus Grab (page 209)

**Melee** ❖ tail whip +14 (agile, reach 15 feet), **Damage** 2d6+5 bludgeoning

**Concealing Coil** ❖ **Requirements** The glass serpent's last action was a successful tail whip Strike; **Effect** The creature the glass serpent hit is concealed from all creatures except the glass serpent until that creature moves out of the glass serpent's reach or until the start of the glass serpent's next turn.

**Swallow Whole** ❖ Large, 2d8+6 bludgeoning, Rupture 12 (page 210)

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# GREMLIN

Gremlins have plagued the Universe with cruel tricks since long before the Gap, and they've fully adapted to a galaxy filled with technology. Whether meddling with a comm unit, a starship, or an entire space station, gremlins delight in ruination and chaos.

## BOTNIB

The lowly botnib, also called a computer glitch gremlin, is intuitively tied with the computerized devices and networks of the modern age. These cavorting fey make it their mission to create as much havoc as they can by influencing computer systems and creating chaos in their wake. Known for their innate ability to communicate with digital devices, computer glitch gremlins routinely become infatuated with such systems, which they subvert like one might put together a fun puzzle.

### BOTNIB — CREATURE –1

TINY | FEY | GREMLIN | TECH

**Perception** +5; low-light vision, techsense (imprecise) 100 feet
**Languages** Aklo, Common; digital telepathy 30 feet
**Skills** Computers +8, Crafting +5, Stealth +4
**Str** +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +0

**Digital Telepathy** A botnib can communicate telepathically with digital devices and with other creatures that can do so (such as other botnibs). This allows the botnib to attempt Computers checks to access any computer within the telepathy's range.

**Techsense** (detection, primal) The botnib can sense items and creatures with the tech trait within 100 feet.

**AC** 14; **Fort** +5, **Ref** +8, **Will** +6
**HP** 8; **Weaknesses** cold iron 2, fire 2; **Resistances** cold 1, electricity 1

**Glitch Aura** (aura, primal) 20 feet. Creatures and items with the tech trait struggle to function reliably when near a botnib. Creatures with the tech trait, unattended items with the tech trait, or creatures holding equipment with the tech trait that start their turn in the aura must attempt a DC 16 Will save.

- **Critical Success** No effect, and the creature or item is temporarily immune to the botnib's glitch aura for 1 minute.
- **Success** The creature or items are unaffected.
- **Failure** The creature, item, or all the creature's held items become glitching 1.
- **Critical Failure** As failure, but glitching 2.

**Speed** 20 feet, climb 20 feet
**Melee** ❖ bite +7 (agile, finesse, magical), **Damage** 1d4+2 piercing
**Ranged** ❖ unstable spark +7 (agile, electricity, magical, range increment 20 feet), **Damage** 1d4+1 electricity
**Primal Innate Spells** DC 16, attack +8; **1st** *delete*, *thunderstrike*; **Cantrips (1st)** *electric arc*, *figment*, *recharge weapon*

## CLANGIT

Clangits, or space station gremlins, know everything about the inner workings of their home stations and enjoy punishing or pranking the station's larger inhabitants who know less than they do. "Haunted" space stations and ships with mysterious power flickers, doors that randomly open and shut, equipment that malfunctions at just the wrong time, and frequent unexplainable accidents are probably the home of one or more clangits.

When they aren't playing pranks, some clangits monitor and repair the sensitive machinery keeping many older space stations

### GREMLIN SIGNS

Some gremlins leave telltale signs of their presence, intentionally or otherwise. Most botnibs aren't subtle and can't resist leaving behind evidence of their sabotage. Their work is most obvious in vidgames, where glitch gremlins have been known to replace antagonists with likenesses of themselves, only to delete the saved data of players who fail to defeat the virtual menace. Signs of a gubbin infection include computer viruses or glitches that are inane and obnoxious but otherwise harmless. Clangits sometimes steal clothing from larger space station crew members and fashion coveralls or flight suits for themselves. They're also fascinated by tools and frequently steal them; some clangits name their favorite tools like one would name a pet, collect dozens of a certain type of tool, or display them like trophies.

CLANGIT

### GNACKLE VICTIMS

Gnackles choose targets they deem vulnerable to manipulation and to whom they can cause the most pain, though they aren't choosy about the nature of that pain. A gnackle might offer magical assistance to an inexperienced musician, only to take back their gift when their victim is on stage in front of a crowd. A more bloodthirsty gnackle might offer their gift to adventurers or mercenaries, only to take their gift back after they convince their victim to engage in a far too dangerous fight.

afloat—a fact that has probably saved them from eradication on larger settlements like Absalom Station. Most clangits stand about 2 feet tall and weigh around 7 pounds—the perfect size for slipping through vents and squeezing down maintenance tunnels.

## CLANGIT — CREATURE –1

TINY FEY GREMLIN TECH

**Perception** +5; low-light vision
**Languages** Aklo, Common
**Skills** Computers +8, Crafting +5, Stealth +4
**Str** +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +0

**AC** 14; **Fort** +5, **Ref** +8, **Will** +6
**HP** 8; **Weaknesses** cold iron 1, fire 1; **Resistances** cold 1, electricity 1

**Speed** 20 feet, fly 20 feet
**Melee** ❖ bite +7 (agile, finesse, magical), **Damage** 1d4+2 piercing
**Ranged** ❖ unstable spark +7 (agile, electricity, magical, range 20 feet), **Damage** 1d4+1 electricity
**Primal Innate Spells** DC 16, attack +8; **2nd** *invisibility*; **1st** *illusory object*, *overheat*; **Cantrips (1st)** *adhere*, *electric arc*, *figment*, *recharge weapon*
**Mechanical Trickery** ❖ When a clangit has spent at least 1 hour exploring a ship or space station, the gremlin gains an innate sense of its inner workings and can remotely control mechanical infrastructure within 60 feet, performing simple actions such as opening and shutting airlocks and doors, opening heat vents, activating alarms, turning lights on and off, or tampering with gravity controls.
**Tech Travel** ❖❖ (primal, teleportation) The clangit enters adjacent mechanical infrastructure, such as a control panel or pipe network, and instantly emerges from another within 100 feet.

GUBBIN

### GUBBIN

Gubbins—also known as data gremlins—are spontaneously born from corrupted data, especially as a result of errors in artificial intelligence programs. While gubbins aren't particularly powerful, they're notoriously hard to hit due to the way their bodies flicker and jolt through space as if slightly out of sync with the rest of the world. Gubbins are most easily set apart from other gremlins by their fingers, which vary in number from moment to moment and sprout from illogical locations on their hands, such as the backs or palms. While lacking in fine mobility, their warped hands are disturbing to observe in motion, a fact they delightfully use to their advantage.

Due to being weaponized in corporate espionage efforts and later multiplying out of control, gubbins are one of the most ubiquitous types of gremlin on heavily computerized planets. While not as malevolent as other gremlins, gubbins delight in irrevocably corrupting computer data, which they do for their own amusement as well as to create more gubbins. Gubbins are often found where large amounts of data are stored, accompanied by corrupted technological constructs such as hardlight life-forms or robots.

## GUBBIN — CREATURE 1

TINY FEY GREMLIN TECH

**Perception** +7; darkvision
**Languages** Aklo, Common
**Skills** Computers +7, Crafting –2, Intimidation +7, Stealth +5, Thievery –2
**Str** –1, **Dex** +2, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

**AC** 16; **Fort** +3, **Ref** +7, **Will** +7
**HP** 21; **Weaknesses** cold iron 2

**Unsettling Appearance** (aura, primal, visual) 20 feet. A non-gremlin creature that enters the aura must succeed at a DC 17 Will save or become frightened 1 (or

frightened 2 on a critical failure) and is then temporarily immune to unsettling appearance for 1 minute. If the gubbin used any action with the manipulate trait, an Interact action, or a claw Strike since the start of their last turn, creatures take a –4 status penalty to their saves against this effect.

**Not Really There** ↷ (teleportation) **Trigger** A creature targets the gubbin with an attack or area effect, and the gubbin is aware of the attacker; **Effect** The gubbin teleports 10 feet. If this puts the gubbin out of the range or area of the attack, the attack misses. If not, the gubbin gains a +2 circumstance bonus to AC and Reflex saves against the attack.

**Speed** 25 feet

**Melee** ❖ claw +9 (finesse), **Damage** 1d6–1 slashing plus scramble

**Ranged** ❖ glitchy beam +7 (range increment 60 feet), **Damage** 1d4+2 electricity plus scramble

**Arcane Innate Spells** DC 17; **2nd** *instant virus*; **1st** *delete* (at will); **Cantrips (1st)** *implant data*

**Scramble** (primal, transmutation) Gubbins can spread their glitchiness to others. Creatures damaged by the gubbin's claw or glitchy beam Strikes must succeed at a DC 17 Fortitude save or become sickened 1 (sickened 2 on a critical hit). If the target has the tech trait, it becomes glitching instead of sickened.

## GNACKLE

Many poor souls who encounter a gnackle don't realize until it's too late. These gremlins relish watching other creatures suffer humiliating failure and often spend weeks or longer selecting and grooming a victim into bringing out their own downfall. After reading their target's mind to learn what they want most, gnackles then magically disguise themselves, presenting to their target as a fairy godmother or similar granter of wishes and convincing their victims of some great destiny. They offer a magical "gift" and encourage the target toward acts of greater and greater ambition. However, once gnackles deem their victims in a suitably embarrassing or dangerous situation, they twist the gift into a terrible curse.

### GNACKLE — CREATURE 2

TINY | FEY | GREMLIN

**Perception** +8; darkvision

**Languages** Aklo, Common; telepathy 30 feet (page 210)

**Skills** Acrobatics +7, Deception +11, Diplomacy +9, Intimidation +9, Stealth +7

**Str** –1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +0, **Cha** +5

**AC** 18; **Fort** +4, **Ref** +9, **Will** +6

**HP** 32; **Weaknesses** cold iron 3

**False Confidence Aura** (aura, mental, primal) 30 feet. Non-gremlin creatures that enter the aura must attempt a DC 18 Will save. On a failure, the creature gains a +1 status bonus to attack rolls and skill checks while in the aura, but if it misses an attack roll or fails a skill check while in the aura, it loses that bonus and instead takes a –2 status penalty to all attack rolls and skill checks for 1 minute. After 1 minute has elapsed, or if a creature succeeds at its save, the creature becomes temporarily immune to that gnackle's aura for 24 hours.

**Speed** 25 feet

**Melee** ❖ jaws +9 (finesse), **Damage** 1d6+3 piercing

**Arcane Innate Spells** DC 18; **3rd** *mind reading*; **1st** *cellular stimulant*, *glow up* (at will), *illusory disguise*; **Cantrips (1st)** *daze*, *ricochet*

**Gremlin's "Gift"** ❖❖ (curse, primal) A gnackle can imbue a willing creature with a magical gift of talent for 24 hours, imparting a +2 status bonus to checks with a specific skill, chosen when this ability is used. The gnackle always knows when the creature attempts checks with the chosen skill and, at any time, can choose to invert the gift to instead immediately impart a –4 status penalty to all checks attempted with that skill for 1 minute, after which the creature is no longer affected by this ability.

GNACKLE

## OTHER GREMLINS

Many types of gremlins exist across the galaxy. Mech gremlins are an odd, solitary species who often take possession of incredibly powerful machines and wreak destruction on civilizations despite their own physical weaknesses. Infosphere gremlins are entirely digital beings who act more akin to hazards than creatures, but their presence can corrupt data across wide area networks and disrupt entire outposts with misinformation.

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### HARDLIGHT PROJECTORS

A hardlight projector typically uses the low defenses of a hazard of its level and is often integrated into other hazards. All hardlight life-forms have the following ability.

**Tethered** A hardlight life-form can't travel more than the indicated number of feet from its projector. A hardlight life-form reduced to 0 HP vanishes, though its projector reconstructs it in 1d4 hours. The only way to permanently destroy a hardlight life-form is to find its projector and either repair or destroy it.

HARDLIGHT SCAMP

## HARDLIGHT LIFE-FORM

Unlike normal holograms, hardlight life-forms are tangible, living entities.

### HARDLIGHT SCAMP

These creatures typically resemble the ad or media they were born from, though they often also resemble bat-like elemental scamps, thus earning their name.

**HARDLIGHT SCAMP** **CREATURE 1**

TINY CONSTRUCT TECH

**Perception** +3; darkvision
**Languages** Common
**Skills** Acrobatics +7, Performance +7, Society +3, Stealth +7
**Str** +0, **Dex** +4, **Con** +0, **Int** –1, **Wis** +2, **Cha** +4

**AC** 15; **Fort** +2, **Ref** +7, **Will** +5
**HP** 16; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 2, force 2; **Resistances** physical 2 (except *ghost killer*)
**Tethered** 100 feet.

**Speed** 20 feet (hover; page 209), fly 30 feet
**Ranged** ❖ hardlight beam +9 (agile, range increment 60 feet), **Damage** 1d4+2 force
**Arcane Innate Spells** DC 17; **2nd** *blur*; **Cantrips** *figment, ricochet*
**Freeze** ❖❖❖ The hardlight scamp holds perfectly still so it appears as a normal hologram and becomes hidden. A hardlight scamp can Freeze even while being observed and counts as being concealed.
**Holospark** ❖ The hardlight scamp shoots sparks at a creature within 60 feet. The target must succeed at a DC 17 Fortitude save or be dazzled for 1 round (1 minute on a critical failure).

### HARDLIGHT MASCOT

Hardlight mascots are designed to resemble cartoons or vidgame characters and were originally created for entertainment.

**HARDLIGHT MASCOT** **CREATURE 3**

MEDIUM CONSTRUCT TECH

**Perception** +9; darkvision
**Languages** Common
**Skills** Athletics +10, Performance +11, Society +6, Stealth +8
**Str** +2, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +4

**AC** 18; **Fort** +7, **Ref** +10, **Will** +11
**HP** 45; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 3, force 3; **Resistances** physical 3 (except *ghost killer*)
**Tethered** 90 feet.

**Speed** 25 feet
**Melee** ❖ kick +10, **Damage** 2d6+2 force
**Ranged** ❖ pixel blast +12 (range increment 40 feet), **Damage** 3d4+2 force
**Arcade Leap** ❖ The hardlight mascot can make a special Leap up to 15 feet vertically and up to 20 feet horizontally without a check.
**Stomp** ❖❖ The hardlight mascot Leaps adjacent to a Medium or smaller creature, then makes a kick Strike against it. On a successful attack, it deals kick damage plus an additional 1d8 force damage. On a critical hit, the target is also knocked prone.
**Taunt** ❖❖ (auditory, emotion, mental) The hardlight mascot sings a jingle to a creature within 60 feet, dealing 4d6 mental damage (DC 19 basic Will save).

### HARDLIGHT HAVOC

This hardlight life-form is unstable, displaying stuck frames and erratic movements.

## HARDLIGHT HAVOC CREATURE 5

LARGE CONSTRUCT TECH

**Perception** +12; darkvision
**Languages** Common
**Skills**, Athletics +14, Intimidation +13, Society +11
**Str** +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +1, **Cha** +0

**AC** 21; **Fort** +14, **Ref** +11, **Will** +8
**HP** 76; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 4, force 4; **Resistances** physical 4 (except *ghost killer*)
**Error State** Before the hardlight havoc begins its turn in combat, it gains one of the following error states at random, losing any previous error state.
**Change Character** The hardlight havoc regains 2d8 Hit Points.
**Pixelation** The hardlight havoc is concealed from all creatures.
**Power Leak** The hardlight havoc is stunned 1. At the end of its turn, it deals 4d6 electricity damage to creatures in a 10-foot emanation (DC 22 basic Reflex save).
**Surge** The hardlight havoc is quickened until the end of its turn and can use the extra action to Stride or Strike.
**Tethered** 120 feet.

**Speed** 25 feet
**Melee** ◆ hardlight punch +14 (reach 10 feet), **Damage** 2d8+5 force
**Flicker** ◆◆ (teleportation) The hardlight havoc teleports up to 40 feet. If the destination is within melee reach of an enemy, it can make a melee Strike against that enemy. If it teleports to a square without a surface to stand on, it falls after attempting a Strike and takes no damage from falling.

## HARDLIGHT WEAVER

Holograms are often used to create immersive VR scenes. When they malfunction, they can meld the scene's creatures into a monstrous amalgam.

## HARDLIGHT WEAVER CREATURE 9

HUGE CONSTRUCT TECH

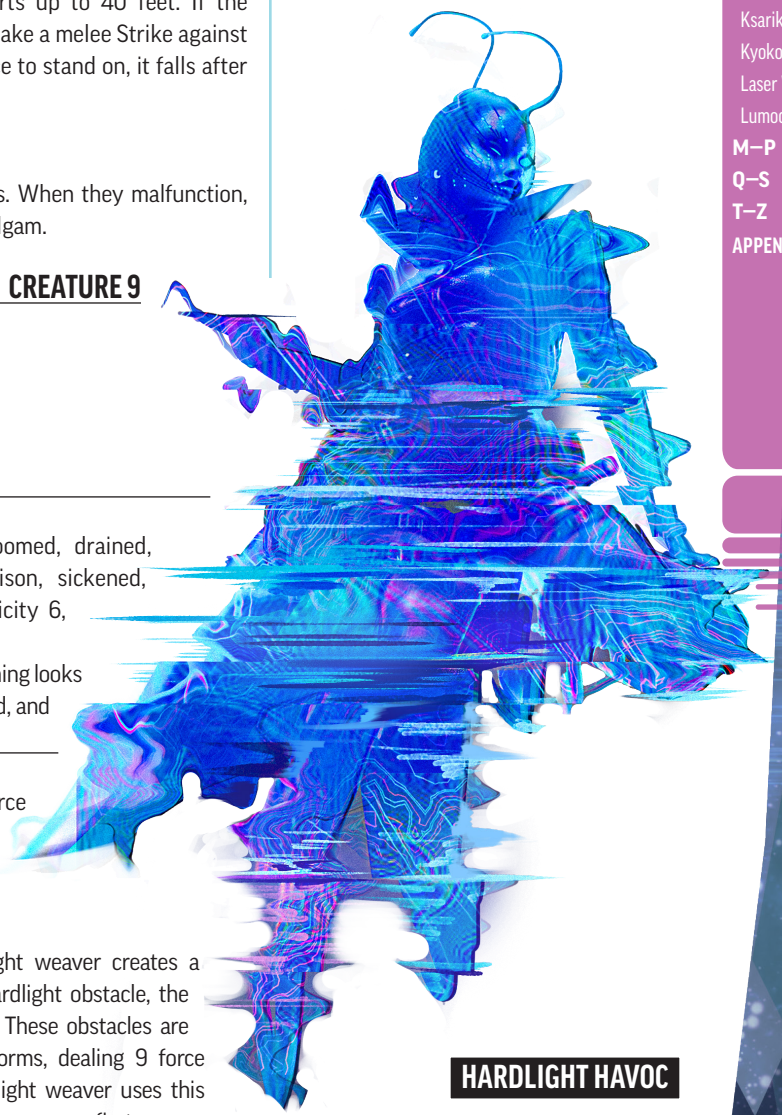
**Perception** +20; darkvision
**Languages** Common
**Skills** Acrobatics +21, Intimidation +18, Society +16
**Str** +6, **Dex** +2, **Con** +3, **Int** –1, **Wis** +3, **Cha** +3
**Tethered** 200 feet

**AC** 27; **Fort** +16, **Ref** +16, **Will** +20
**HP** 150; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 6, force 6; **Resistances** physical 6 (except *ghost killer*)
**Digital Reality** (aura, visual) 60 feet. Within the aura, everything looks digitalized. Visible creatures in the aura can't be concealed, and invisible creatures are concealed rather than undetected.

**Speed** 25 feet, climb 25 feet
**Melee** ◆ VR spike +21 (reach 10 feet), **Damage** 2d12+6 force plus Grab (page 209)
**Ranged** ◆ VR bolt +19 (range increment 50 feet), **Damage** 4d6+6 force
**Constrict** ◆ 2d8+6 force, DC 26 (page 208)
**Virtual Roadblocks** ◆ to ◆◆◆ (manipulate) The hardlight weaver creates a stationary medium (◆), large (◆◆), or huge (◆◆◆) hardlight obstacle, the center of which must be within its digital reality aura. These obstacles are difficult and hazardous terrain for non-hardlight life-forms, dealing 9 force damage. The Virtual Roadblocks remain until the hardlight weaver uses this ability again or until its aura moves out of range, whichever comes first.

### MOBILE PROJECTORS

While hardlight projectors are often fixed in place, mobility is sometimes required. To achieve that, projectors can be mounted on a range of mobile platforms, from stealth drones, to robots, and even vehicles or starships. With this technology, hardlight life-forms can roam freely, captivating audiences with their mesmerizing displays.



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### HELLKNIGHT RANKS

Hellknight officer ranks from lowest to highest are maralictor, paralictor, paravicar, vicar, and lictor. Most orders are ruled by a lictor or vicar, the military commander and captain of their citadel—often a starship built to resemble an intimidating fortress.

HELLKNIGHT ARMIGER

## HELLKNIGHT

Hellknights are infernal knights, and while they once ruled entire nations on Lost Golarion, the Hellknights of the Pact Worlds enforce law and order more holistically, traveling in massive citadel starships to spread their influence rather than remaining in any one place. In battle, Hellknights are orderly, unrelenting, and deadly.

### HELLKNIGHT ARMIGER

Hellknight armigers are the lowest-ranked Hellknights, though attaining this rank requires them to spend six years as an initiate and then pass the Hellknight Test, during which they must summon, combat, and defeat a fiend of Hell.

**HELLKNIGHT ARMIGER** **CREATURE 2**

MEDIUM HUMANOID KASATHA

**Perception** +7

**Languages** Common, Diabolic, Kasathan

**Skills** Acrobatics +7, Athletics +6, Intimidation +5, Religion +5, Society +4

**Str** +2, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** commercial dueling sword, tactical frag grenades (4), commercial hardlight series, tactical incendiary grenades (4), commercial laser rifle (2 commercial batteries)

**AC** 17; **Fort** +10, **Ref** +7, **Will** +5

**HP** 32

**Four-Armed** (*Player Core* 54)

**Forged in Hellfire** ↷ **Trigger** The armiger takes fire damage; **Effect** The armiger absorbs a fraction of the fire to empower their attacks. Until the end of their next turn, their Strikes deal an additional 1d6 fire damage.

**Speed** 25 feet

**Melee** ❖ dueling sword +9 (analog, versatile P), **Damage** 1d8+2 slashing

**Ranged** ❖ laser rifle +10 (expend 2, mag 10, range increment 100 feet, reload 1, tech), **Damage** 1d8 fire

**Area Fire** ❖ frag grenade (10-foot burst, consumable, range 70 feet, tracking +1), **Damage** 1d8 piercing (DC 18 basic Reflex save; 1d4 persistent bleed on critical failure)

**Area Fire** ❖ incendiary grenade (10-foot burst, consumable, range 70 feet, tracking +1), **Damage** 1d8 fire (DC 18 basic Reflex save; pushed 5 feet on critical failure)

**Rapid Bombardment** ❖❖ (manipulate) The armiger draws two grenades, then Area Fires both grenades. Creatures in the area of both grenades take a –1 circumstance penalty to their saving throws against both grenades.

### HELLKNIGHT SIGNIFER

A Hellknight who displays prowess, scholarly discipline, and magical acumen might attain the rank of signifer.

**HELLKNIGHT SIGNIFER** **CREATURE 5**

SMALL HUMANOID YSOKI

**Perception** +15; low-light vision

**Languages** Common, Diabolic, Ysoki

**Skills** Acrobatics +12, Diplomacy +12, Hell Lore +11, Hellknight Lore +11, Intimidation +12, Religion +13, Society +11

**Str** +0, **Dex** +3 **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

**Items** advanced laser pistol (1 tactical battery), tactical tempweave (jump jets)

**AC** 19; **Fort** +9, **Ref** +10, **Will** +15

**HP** 55

**Burn the Unworthy** (aura, fire) 10 feet. Magical wards cause a signifer's surrounding foes to catch flame. An enemy creature that starts its turn in the area must succeed at a DC 19 Fortitude save or take 1d4 persistent fire damage. A signifer can activate and deactivate this aura as a single action that has the concentrate trait. Regardless of the result of the save, the creature is immune to the aura for 1 minute.

**Speed** 25 feet
**Melee** ❖ jaws +12 (agile, finesse), **Damage** 1d4+2 piercing
**Ranged** ❖ laser pistol +12 (expend 2, mag 20, range increment 40 feet, reload 1, tech, tracking +1), **Damage** 2d6+2 fire
**Divine Spontaneous Spells** DC 22, attack +14; **3rd** (3 slots) *harm*, *holy light*, *share pain*; **2nd** (4 slots) *dispel magic*, *heal*, *noise blast*, *resist energy*; **1st** (4 slots) *bless*, *enfeeble*, *heal*, *wisp ally*; **Cantrips (3rd)** *detect magic*, *ignition*, *light*, *ricochet*, *shield*
**Rituals** DC 22; *diabolic pact* (page 214; doesn't require secondary casters)
**Proclamation of Guilt** ❖ (auditory, concentrate, emotion, fear, mental) **Frequency** once per round; **Effect** The signifer accuses a target within 60 feet of misdeeds, then attempts an Intimidation check to Demoralize them. As long as the target is frightened due to Proclamation of Guilt, it's also suppressed.
**Reach Spell** ❖ (concentrate, spellshape) If the next action the signifer uses is to Cast a Spell that has a range, increase that spell's range by 30 feet.

## HELLKNIGHT DEGRADANT

Hellknights most often study the forces of Hell to inspire their fighting styles and magic, but they might also learn to attune to the forces of the cosmos to become solarians.

### HELLKNIGHT DEGRADANT — CREATURE 8

MEDIUM | HUMAN | HUMANOID

**Perception** +16
**Languages** Common, Diabolic
**Skills** Acrobatics +14, Athletics +17, Hellknight Lore +16, Intimidation +14, Nature +14, Piloting +14, Stealth +14
**Str** +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2
**Items** advanced defrex hide

**AC** 25; **Fort** +14, **Ref** +18, **Will** +14
**HP** 165
**Reactive Strike** ↷ (page 209)

**Speed** 25 feet, fly 25 feet
**Melee** ❖ graviton glaive +20 (magical, reach 10 feet), **Damage** 3d10+8 slashing
**Ranged** ❖ solar shot +17 (magical, range increment 15 feet), **Damage** 2d8+5 bludgeoning plus Knockdown (page 209)
**Black Hole** ❖❖ The degradant deals 9d6 bludgeoning damage to each enemy creature within 30 feet with a DC 26 Fortitude save. The degradant can't use Black Hole again for 1d4 rounds.
**Critical Success** The creature is unaffected.
**Success** The creature takes half damage and is pulled 5 feet toward the degradant.
**Failure** The creature takes full damage and is pulled 10 feet toward the degradant.
**Critical Failure** The creature takes double damage, is pulled 30 feet toward the degradant, and is knocked prone.
**Crush** ❖❖ The degradant uses gravity to crush an enemy within 100 feet, dealing 4d6 bludgeoning damage (DC 26 basic Fortitude save); on a critical failure, the creature takes an additional 1d6 persistent bleed damage.
**Graviton Glaive** A degradant wields a solar glaive formed of solidified gravitons. They can conjure and dismiss this weapon as a single action that has the concentrate trait. Whenever they successfully Strike a creature using their graviton glaive, the creature treats all squares adjacent to the square in which it was struck as difficult terrain until the end of the creature's next turn.
**Stellar Rush** ❖❖ (move, traversal) The degradant Strides twice, gaining a +10-foot circumstance bonus to their Speed during these moves. When they complete these Strides, all enemies within 15 feet of the degradant are pulled 15 feet closer to the degradant unless they succeed at a DC 26 Fortitude save.

## HELLKNIGHT ORDERS

The predominant Hellknight orders in the Pact Worlds include the Order of the Chain (bounty hunters who bring criminals to justice); the Order of the Crucible (Hellknights who seek improvement and perfection through grueling tests); the Order of the Eclipse (Hellknights dedicated to controlling media and information); and the Order of the Pyre (an ancient order with the goal of purging subversive texts, now with an equal focus on destroying unsavory digital media).

HELLKNIGHT DEGRADANT

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### SHIP MASCOTS

Though notoriously flighty, hespers often form deep, emotional bonds with starship reactors. Once a hesper has bonded with a ship, they're nearly impossible to extricate. Many a crew have left port only to find a helpful, if dangerous, new crew member nesting in engineering, insisting they've always been there.

## HESPER

These nuclear fey make their homes in reactors and embody the rapidly changing nature of their radioactive homes. They shift colors to reflect their moods, which can sometimes be used to predict their dangerous bouts of boredom. Hespers never intend malice, but they rarely consider the consequences of their actions.

### HESPER CREATURE 2

MEDIUM FEY

**Perception** +8; low-light vision, radiation sense (imprecise) 1 mile
**Languages** Aklo, Common, Fey
**Skills** Crafting +7, Diplomacy +8, Physical Science Lore +7
**Str** +0, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +4
**Radiation Sense** A hesper can sense radiation sources, such as reactors and power cores, as an imprecise sense at the listed range.

**AC** 17; **Fort** +9, **Ref** +7, **Will** +8
**HP** 31; **Immunities** fire, radiation; **Weaknesses** cold 3, cold iron 3

**Speed** 25 feet
**Melee** ❖ fist +7 (agile, finesse), **Damage** 1d6 bludgeoning plus mutating touch
**Primal Innate Spells** DC 18, attack +10; **1st** *cellular stimulant*, *charm*, *mending*, *thunderstrike*; **Cantrips (1st)** *light*, *prestidigitation*
**Ranged** ❖ energy ray +10 (range increment 30 feet), **Damage** 1d10+2 acid, cold, electricity, or fire (see energy ray)
**Energy Ray** A hesper can change the damage type of its energy ray as a free action.
**Merge** ❖❖ **Requirements** The hesper has spent at least 1 hour in contact with a reactor or other large power source; **Effect** The hesper Strides into the reactor, passing through its exterior and gaining fast healing 5 while inside. The hesper is aware of but can't physically interact with their surroundings and is protected from those outside. If the reactor is broken, the hesper takes 2d10 force damage and is immediately expelled from it. If the reactor is destroyed while the hesper is inside, the hesper must succeed at a DC 15 Fortitude save or be slain instantly.
**Mutating Touch** A hesper can deliver an enormous, mutating dose of radiation with a touch. Creatures struck by a hesper's fist Strike must attempt a DC 18 Fortitude save. On a failure, the creature gains a random mutation from the table below for 1 hour (or 24 hours on a critical failure).

| D8 | MUTATION |
|---|---|
| 1 | **Extra eyes:** Target is dazzled in bright light and gains a +2 status bonus to sight-based Perception checks. |
| 2 | **Bioelectric cells:** Tech items held by the target regain all spent charges at the end of the creature's turn. Tech items are glitching 1 for as long as the target holds them. If the target is a creature with the tech trait, it becomes glitching 1, and its melee Strikes deal an additional 1d6 electricity damage. |
| 3 | **Spikes:** Target gains an unarmed melee attack that deals 1d4 piercing damage. It takes a –2 status penalty to attack rolls with two-handed weapons. |
| 4 | **Glowing tumors:** Target sheds light as a flashlight and takes a –2 status penalty to Stealth checks. |
| 5 | **Gills:** Target gains the amphibious trait and takes a –1 status penalty to Fortitude saves. |
| 6 | **Musk gland:** Target gains a 30-foot stench aura (page 210) with a DC equal to their class DC. |
| 7 | **Protective growths:** Target gains a +1 status bonus to AC and takes a –2 status penalty to Dexterity-based checks. |
| 8 | **Cellular alteration:** The target is sickened for the duration and gains fast healing with a value equal to half its level (rounded up). |

# IGNURSO

Adventurers exploring active geothermal areas might encounter one of the extreme habitat's most unique creatures: ignursos. These ursine burrowers are partially armored with scales and a fearsome horn. They're sedentary by nature, but when disturbed, their rage combines the ferocity of a bear mauling with the heat of a pyroclastic flow.

Ignursos are specially adapted to survive in extremely hot climates but thrive anywhere warm. Those that inhabit less hospitable planets tend to stay underground and hibernate during the coldest parts of the year.

Scavengers by nature, ignursos can't take their next meal for granted. However, these clever creatures can manipulate their environment to trap prey. Ignursos have been observed creating large networks of burrows right before volcanic eruptions, seemingly because they understand lava flows will follow this path of least resistance. These tunnels turn to rivers of red-hot lava perfectly positioned to strand fleeing wildlife. Ignursos then return for their spoils after the worst of the eruption has passed.

Ignursos have a significant impact on volcanic ecosystems. Burrowing ignursos break up solid rock—often freshly deposited after an eruption—kick-starting the process of soil formation that's necessary for the return of plants. Some dig too close to underground magma chambers, turning their tunnels into volcanic vents that release lava and gases. In this way, they make explosive, damaging eruptions much less likely and provide a moderating force on a harsh environment.

## IGNURSO CREATURE 5

LARGE BEAST

**Perception** +12; darkvision, scent (imprecise) 30 feet, smoke vision
**Skills** Athletics +13, Stealth +10, Survival +12
**Str** +5, **Dex** +3, **Con** +5, **Int** –2, **Wis** +3, **Cha** +0
**Smoke Vision** The ignurso ignores the concealed condition from smoke.

**AC** 20; **Fort** +14, **Ref** +7, **Will** +9
**HP** 76; **Immunities** lavaproof; **Resistances** fire 6, **Weaknesses** cold 6
**Lavaproof** The ignurso is immune to environmental fire damage and fatigue from heat and lava.
**Thermal Venting** (aura, fire) 20 feet. The ignurso is shrouded in a cloud of smoke and ash. Creatures within the aura are concealed, and creatures outside it are concealed to creatures within. The ignurso can deactivate or activate this aura as a single action, which has the concentrate trait.
**Reactive Strike** ↻ (page 209)

**Speed** 30 feet, burrow 20 feet
**Melee** ❖ claw +14, **Damage** 2d4+5 slashing plus 2d4 fire plus Grab (page 209)
**Mauler** The ignurso gains a +3 circumstance bonus to damage rolls against creatures it has grabbed or restrained.
**Rend** ❖ claw (page 210)
**Spew Lava** ❖❖ (fire, primal) The ignurso expels lava in a 30-foot cone, dealing 6d6 fire damage (DC 20 basic Reflex save). A creature that fails its save also takes 1d6 persistent fire damage. The ignurso can't Spew Lava again for 1d4 rounds.

### WHY ONE EYE?

Those who have never seen ignursos are often shocked to learn the creature has only one eye. This quality evolved on the original ignurso's home world, where cyclopean creatures are common. Since ignursos generate abrasive rock dust and dwell in fiery environments, they evolved a majestic horn that helps block debris and a protective nictitating membrane.

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### WRECK OF THE RETURNED

The sudden impact of a starship on the surface of Akiton left the Pact Worlds stunned, and only a few organizations capitalized on the chaos to venture within to acquire some of the technology inside. However, since these pilfering parties escaped their ventures, the illumantula emerged from deep within the vessel to patrol the wreck's outer edges. Now perhaps the most potent creature on all of Akiton, even the Pact Council is unsure how to proceed with this threat at the heart of their system.

## ILLUMANTULA

Though it only recently appeared in the shattered red deserts of the planet Akiton, the so-called illumantula has already become the stuff of local legend and folklore. Emerging shortly after the crash of the mysterious First Ones vessel now only known as the Wreck of the Returned, the illumantula was so named by the shobhad desert guides who first encountered the creature and compared it to the deadly spiders of the Akitonian glaciers. Other Pact Worlds citizens have taken to the name, as the closest descriptive title for the being has simply been "a spider made of light."

Content—for now—to spend its days wandering the Wreck of the Returned and the immediately surrounding area, the illumantula has only had a handful of meaningful engagements since its appearance. The first was against a group of Hellknights of the Order of the Eclipse, where the illumantula systematically unmade 80 of their best-trained troops in under two minutes. Only weeks after the engagement, a group of Stewards attempting to enter the Wreck of the Returned were discovered and engaged at the periphery of the illumantula's patrol path. Only two of 12 commandos managed to escape, and their accounts of the illumantula and its powers are contradictory, leaving the Stewards unable to make effective plans for further encounters.

A strict quarantine has been set up to match the illumantula's patrol path, as calculated by the meticulous anacites of Investigation Site A01. The Aballonian constructs know the being to be related to the First Ones and dedicate their time to finding a means of communicating with the swarm of technological bits that patrol the outer wastes of the crashed starship. So far, they've had no success, and they've sent out an urgent call for linguistics and computers experts from across the Pact Worlds to travel to Akiton and aid their research.

Where the anacites continue their experiments, scholars of Eloritu have uncovered a disturbing connection between the illumantula and the concept of alternate realities. Somehow, the actions of the illumantula produce fixed points in reality, where the unique powers of creatures with greater connections to the multiverse are somehow stymied or forced to adhere to the illumantula's will. The reason for this phenomenon remains a mystery, though one the anacites seem blissfully ignorant to explore.

The appearance of the illumantula has led to the belief that it's a protector for the ancient technology of the mysterious First

Ones. Similarities between the illumantula's technological bits and extracted data from Aballon have all but confirmed this theory. However, the association begs the question: is there just one illumantula, or is it merely one of many such highly advanced guardian constructs for the First Ones, a species who might be beyond anything the Pact Worlds could contend with?

## ILLUMANTULA CREATURE 25

UNIQUE HUGE CONSTRUCT TECH

**Perception** +46; darkvision, *truesight*

**Languages** First One (can't speak); telepathy 300 feet (page 210)

**Skills** Acrobatics +40, Athletics +40, Computers +38, Intimidation +46, Occultism +49, Stealth +40

**Str** +9, **Dex** +12, **Con** +11, **Int** +7, **Wis** +8, **Cha** +8

**AC** 54; **Fort** +42, **Ref** +43, **Will** +40; +2 status to all saves vs. magic

**HP** 550; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, grappled, mental, nonlethal attacks, paralyzed, poison, precision, prone, restrained, sickened, unconscious; **Weaknesses** area damage 10, fortune 10 (see relativity field); **Resistances** acid 10, cold 10, electricity 20, fire 20, physical 20, sonic 10

**Mutable Form** The illumantula is a grouping of tiny tech bits that project energy between themselves, though the illumantula functions as single creature. The illumantula's size gives its space while being fully dispersed, though it can take actions to change its size. The illumantula can occupy the same space as other creatures and must do so to use some of its actions.

**Relativity Field** Creatures sharing a space with the illumantula can't use any actions or abilities with the fortune trait. A creature beginning its turn within the illumantula's space can't use actions or ability with the fortune trait until the end of their turn. The illumantula has weakness 10 against any ability or action affected by the fortune trait that successfully damages it.

**Reactive Unmaking** ↷ **Trigger** A creature moves within the illumantula's space or uses a manipulate action, move action, or ranged attack within 100 feet of the illumantula; **Effect** The illumantula attempts a ranged Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the illumantula disrupts that action. This Strike doesn't count toward the illumantula's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

**Speed** 60 feet, fly 60 feet; *unfettered movement*

**Ranged** ❖ transreality beam +45 (magical, range increment 100 feet), **Damage** 4d10+20 force

**Occult Innate Spells** DC 53, attack +45; **10th** *atomic blast*, *call cosmos*, *event horizon*; **9th** *dispel magic* (at will); **6th** *promession* (at will), *slice reality* (at will); **5th** *control machine* (at will); **3rd** *electrotether* (at will); **Cantrips (10th)** *analyze target*, *detect magic*, *implant data*, *read aura*, *seek the stars*; **Constant (8th)** *truesight*; **(4th)** *unfettered movement*

**Energy Bombardment** ❖❖ (concentrate) The illumantula releases coordinated blasts from each of its constituent bits at creatures within its form. Each enemy in the illumantula's space takes 12d8 electricity damage (DC 49 basic Reflex save). A creature that fails its save is also blinded for 1 round (or 1 minute on a critical failure). The blinding is a visual effect.

**Reform** ❖ (move) **Frequency** once per round; **Effect** The illumantula changes its size to either Huge, Large or Medium as desired. When changing size in this manner, the illumantula can determine what direction its new space takes up or what portion of its existing space is removed. This movement doesn't trigger reactions.

**Unreality Engine** When the illumantula scores a critical hit with a transreality beam Strike, the target becomes doomed 1, or increases its doomed value by 1 if it was already doomed.

### THE REMAKER

Many of Akiton's local populations, such as native ikeshtis and shobhads, believe that the Wreck of the Returned is a sign of revitalization to come to Akiton. They see the illumantula as fulfilling the role of a fabled Akitonian myth known as the Remaker: a being who'll undo the world's ecological damage and bring forth a green and bountiful world in its wake. Younger generations have shunned this belief and instead profess that the wreck is a danger to Akiton and the wider Pact Worlds and that whatever is inside must be stopped before it has time to take root.

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### HALF-LIFE AFTERLIFE

Even if they don't explode upon being destroyed, irradiated undead corpses retain their radioactivity. Depending on which radioactive isotope is predominant in the corpse, it can remain dangerously irradiated for a few hours, or for millions of years. Industrial sanitation companies have special services that can be purchased for storing or disposing of irradiated corpses.

## IRRADIATED UNDEAD

To survive in the unforgiving expanse of space, creatures must be naturally adapted or take protective measures. While the dead rarely need such precautions against these threats, sometimes radiation can animate a corpse (or several) to a state of undeath!

Scientists and religious scholars alike debate whether a specific type of radiation is to blame for this phenomenon that spontaneously triggers unlife, but all agree on the dangers such irradiated creatures pose. Many types of radiation could be the cause: intense bursts of cosmic radiation emitted by the stars, magically enhanced radioactive isotopes found in a planet's or moon's crust, or even the advent of new energy sources in a society (or its radioactive waste) contaminating the land. Regardless of their specific origin, irradiated undead all pose the same threat—they emit ionizing radiation that ravages everything around them.

### IRRADIATED UNDEAD PLANT

Flora are often the first victims of industrialization, dying petal by petal and blade of grass at a time before anybody even notices a loss of habitat. When nuclear fallout corrupts the hardiest species of vegetation, sometimes their irradiated seeds inexplicably bloom into new, unliving specimens.

**IRRADIATED UNDEAD PLANT** **CREATURE 2**

MEDIUM COSMIC MINDLESS UNDEAD

**Perception** +8; darkvision

**Skills** Athletics +8

**Str** +3, **Dex** +2, **Con** +3, **Int** –5, **Wis** +0, **Cha** +0

**AC** 17; **Fort** +8, **Ref** +8, **Will** +3

**HP** 32, void healing (page 210); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, radiation, unconscious

**Radioactive Remains** (aura, radiation) 20 feet. A creature entering or starting its turn inside the aura is exposed to mild radiation (*GM Core* 90).

**Meltdown** ↻ (poison, radiation) **Trigger** The irradiated undead plant is reduced to 0 Hit Points by energy damage of any kind; **Effect** The energy acts as a catalyst for a nuclear reaction, causing the plant to explode and dealing 3d6 poison damage to all creatures in a 20-foot emanation with a DC 16 basic Reflex save.

**Speed** 10 feet

**Melee** ❖ vine +11 (reach 10 feet), **Damage** 1d8+4 slashing plus seedpod

**Ranged** ❖ seed +9 (range increment 40 feet), **Damage** 1d4+4 poison plus seedpod

**Seedpod** When a irradiated undead plant Strikes a creature, some of its contaminated seeds stick to the target. The irradiated undead plant gains the Sprout action. An affected creature can remove this seedpod as an Interact action.

**Sprout** ❖❖ (incapacitation) **Requirements** One or more creatures within 60 feet of the irradiated undead plant are currently host to at least one seedpod; **Effect** The irradiated undead plant pulses with energy, causing the seedpods to sprout vines. Creatures hosting a seedpod must attempt a DC 16 Fortitude save.

**Critical Success** No effect.

**Success** The creature takes 1d6 piercing damage.

**Failure** The creature takes 2d6 piercing damage and is slowed 2 for 1 round.

**Critical Failure** The creature takes 2d6 piercing damage, is slowed 2 for 1 round, and is immobilized until it Escapes (DC 16). Until it Escapes, the creature is a new source of the irradiated undead plant's radioactive remains aura with a 5-foot emanation.

IRRADIATED UNDEAD FLYER

### IRRADIATED UNDEAD FLYER

Flyer is a general term referring to winged creatures such as drakes, gigantic dragonflies, raptors, and other flying beasts that have been reanimated by severe radiation.

## IRRADIATED UNDEAD FLYER CREATURE 4

SMALL | COSMIC | MINDLESS | UNDEAD

**Perception** +14; darkvision
**Skills** Acrobatics +15
**Str** +1, **Dex** +5, **Con** +2, **Int** –5, **Wis** +3, **Cha** +0

**AC** 20; **Fort** +9, **Ref** +14, **Will** +9
**HP** 47, void healing (page 210); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, radiation, unconscious
**Radioactive Remains** (aura, radiation) 20 feet. As irradiated undead plant, but creatures are exposed to severe radiation (*GM Core* 91).
**Meltdown** ↻ (poison, radiation) As irradiated undead plant, but 5d6 poison damage and DC 19.

**Speed** 5 feet, fly 30 feet
**Melee** ◆ wing slash +13 (agile, finesse), **Damage** 2d8+3 slashing
**Strafing Snap** ◆◆◆ (attack, move, traversal) The irradiated undead flyer Strides twice up to its Speed in a straight line, making a single wing slash Strike against all creatures whose spaces it flies adjacent to. All creatures damaged by the Strafing Snap are considered to be within the flyer's aura at the start of their next turn. The flyer can't use Strafing Snap again for 1d4 rounds.
**Wing Spasm** ◆◆ (manipulate, void) **Frequency** once per minute; **Effect** The irradiated undead flyer channels energy into its wings, forcing all creatures in a 10-foot emanation to attempt a DC 19 Fortitude save.
**Critical Success** No effect.
**Success** The creature takes 1d8 void damage.
**Failure** The creature takes 2d8 void damage and is pushed back 5 feet.
**Critical Failure** The creature takes 4d8 void damage and is pushed back 10 feet.

## IRRADIATED UNDEAD CHARGER

Chargers, known by as many different names as their planets of origin, usually spawn from the irradiated corpses of beasts slain by natural or manufactured nuclear disasters. These quadrupedal, animalistic undead are so named for their mighty charge attack.

## IRRADIATED UNDEAD CHARGER CREATURE 8

LARGE | COSMIC | MINDLESS | UNDEAD

**Perception** +15; darkvision
**Skills** Athletics +18
**Str** +4, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** +0

**AC** 25; **Fort** +21, **Ref** +13, **Will** +15
**HP** 165, void healing (page 210); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, radiation, unconscious
**Radioactive Remains** (aura, radiation) 30 feet. As irradiated undead plant, but creatures are exposed to extreme radiation (*GM Core* 91).
**Meltdown** ↻ (poison, radiation) As irradiated undead plant, but 9d6 poison damage and DC 24.

**Speed** 30 feet
**Melee** ◆ tusk +20, **Damage** 2d12+6 piercing
**Area Fire** ◆◆ projectile vomit +18 (20-foot cone), **Damage** 2d10+4 void (DC 24 basic Reflex save)
**Charged Burst** ◆◆ (attack, move) The irradiated charger triggers a localized radioactive reaction as it charges. It Strides once and then Strikes. A creature damaged by this attack takes 1 additional point of void damage for every space the charger moved prior to making its Strike. On a critical hit, the creature is also knocked prone.
**Trample** ◆◆◆ Medium or smaller, tusk, DC 24 (page 210)

### RENEWABLE ENERGY

Some intelligent irradiated undead capitalize on their unnatural radiation as a heat source for hire. On Eox, irradiated undead wear special lead suits that block dangerous radiation while conducting released heat to create a pocket climate around them. When properly geared, an irradiated undead guide can keep living tourists safe and comfortable during an expedition into the grave world's wilderness.

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### OTORAK

The original jinsul home world of Otorak within the Scoured Stars has been converted to a mobile base. Powered with a magitech engine powered by captured demons, Otorak can jump between star systems and acts as a mobile fortress world from which the jinsuls can launch their most dedicated assaults. Hundreds of thousands of jinsuls train on the world, and tens of thousands can be unleashed from docked transports and magical teleportation arrays.

## JINSUL

Jinsuls are a warlike species scattered across the Vast. Six-legged creatures with a bulbous body covered in eyes, jinsuls have notable segments of chitin along with a set of upper forelimbs for using equipment. They long ago lived in the region of space known as the Scoured Stars but eventually departed and settled on the harsh world of Rax. In recent years, the divine herald Dhurus unified the jinsuls into a cohesive force known as the Jinsul Hierocracy, which briefly retook the Scoured Stars. A joint alliance between several species and members of the Starfinder Society defeated Dhurus and scattered the jinsuls back into the Vast.

With countless bases and fleets operating in deep space, jinsuls mostly act as raiders, scavenging for equipment and testing their mettle against other species. Indoctrinated to view themselves as a superior species, with only other inhabitants of the Scoured Stars having any value, jinsuls prefer to engage in short-ranged combat with their foes.

Jinsuls aren't numerous enough to fill every need on the many ships and starbases they control across the galaxy. Instead, they rely on robots and automated computer systems (always commanded by at least one jinsul officer) to keep their space stations running efficiently. These systems are programmed to be just as deadly and ruthless as jinsuls themselves; even the most innocuous automated system or robot, like a garbage collector, might wield deadly weapons or contain vicious technomagical countermeasures.

### JINSUL TROOPER

The lowest ranked jinsuls in a warband are the subordinate troopers. These jinsuls prove themselves by hurtling toward the enemy, discharging weapons, and closing with their vicious leg blades. Those troopers who survive long enough are recognized and promoted through the harsh jinsul military lifestyle.

**JINSUL TROOPER** **CREATURE 0**

MEDIUM JINSUL

**Perception** +6; darkvision

**Languages** Jinsul

**Skills** Athletics +7, Intimidation +5, Survival +7

**Str** +1, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** –1

**Items** commercial laser rifle (2 commercial batteries)

**AC** 15, all-around vision (page 208); **Fort** +6, **Ref** +9, **Will** +4

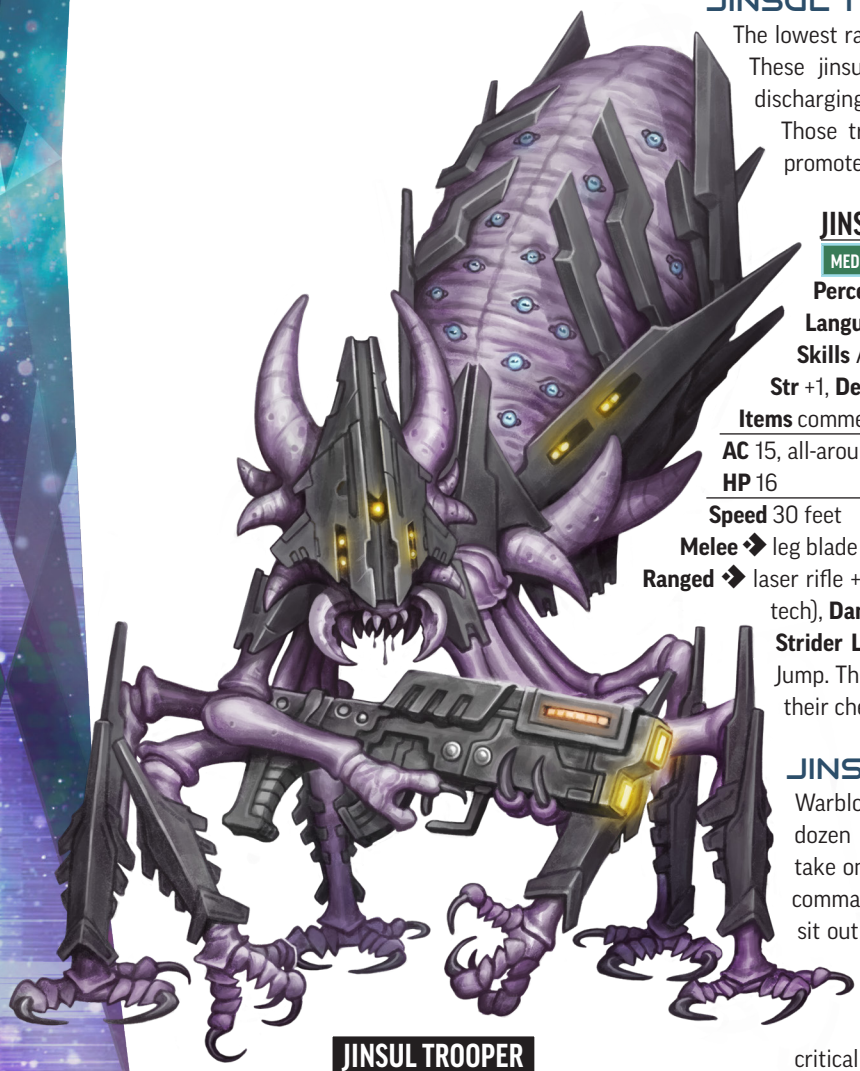
**HP** 16

**Speed** 30 feet

**Melee** ❖ leg blade +5 (agile), **Damage** 1d4+1 slashing plus 1 persistent bleed

**Ranged** ❖ laser rifle +6 (expend 2, mag 10, range increment 80 feet, reload 1, tech), **Damage** 1d8 fire

**Strider Leap** ❖❖ The jinsul Strides and then performs a Long Jump. They can Stride less than 10 feet and not automatically fail their check to Long Jump.



JINSUL TROOPER

### JINSUL WARBLOODED

Warblooded are jinsuls who have survived at least a half-dozen engagements in service to the Jinsul Hierocracy. They take on roles of minor leadership or as elite sharpshooters and commandos in a unit of other jinsuls. Warblooded often elect to sit out of engagements that they deem "beneath" them, opting to train up or observe fights from a distance unless they need to step in as reinforcements. These jinsuls often use their extra training time to learn how to pick out critical foes in a battle.

## JINSUL WARBLOODED CREATURE 2

MEDIUM JINSUL

**Perception** +9; darkvision
**Languages** Jinsul
**Skills** Athletics +8, Intimidation +8, Piloting +10, Survival +8
**Str** +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** –1
**Items** commercial arc rifle (2 commercial batteries)

**AC** 17, all-around vision (page 208); **Fort** +8, **Ref** +10, **Will** +6
**HP** 30

**Speed** 30 feet
**Melee** ❖ leg blade +9 (agile), **Damage** 1d6+2 slashing plus 1d4 persistent bleed
**Ranged** ❖ arc rifle +10 (arc, expend 2, mag 10, range increment 50 feet, reload 1, tech), **Damage** 1d6+2 electricity
**Aim** ❖ The jinsul aims with their melee or ranged weapon against a target within 60 feet. For the rest of their turn, successful Strikes made with that weapon deal an additional 1d4 precision damage and reduce the target's cover bonus to AC by 1.
**Strider Leap** ❖❖ As jinsul trooper.

## JINSUL PONTIFF

Pontiffs rally jinsuls to a near suicidal frenzy in the throes of combat. Part magic wielder and part orator, they act as inspirational battlefield leaders. Each serves one of the major jinsul hierarchs, who in turn act as the leaders of the overall Jinsul Hierocracy.

## JINSUL PONTIFF CREATURE 5

MEDIUM JINSUL

**Perception** +15; darkvision
**Languages** Jinsul
**Skills** Athletics +13, Deception +11, Intimidation +11, Occultism +13, Religion +16
**Str** +2, **Dex** +3, **Con** +3, **Int** +2, **Wis** +5, **Cha** +2
**Items** advanced laser pistol (2 tactical batteries)

**AC** 20, all-around vision (page 208); **Fort** +12, **Ref** +10, **Will** +16
**HP** 58
**Vitality Network** A jinsul pontiff can channel vitality to up to four bonded allies as though they were a mystic (*Player Core* 116). This network stores up to 20 Hit Points and begins combat full.

**Speed** 30 feet
**Melee** ❖ leg blade +11 (agile), **Damage** 2d4+6 slashing plus 1d4 persistent bleed
**Ranged** ❖ laser pistol +12 (expend 2, mag 10, range increment 40 feet, reload 1, tech, tracking +1), **Damage** 2d6+6 fire
**Occult Spontaneous Spells** DC 22, attack +14; **3rd** (2 slots) *selective invisibility*, *share pain*, *void whispers*; **2nd** (4 slots) *blur*, *mind skewer*, *soothe*; **1st** (4 slots) *bless*, *overheat*, *shifting surge*, *soothe*
**Fill Vitality** ❖ **Frequency** once per round; **Effect** The jinsul pontiff restores 6 Hit Points to their vitality network, up to its maximum.
**Strider Leap** ❖❖ As jinsul trooper.
**Transfer Vitality** ❖ The jinsul pontiff transfers any number of Hit Points from their vitality network to a visible bonded target.

### DEMONIC SERVANTS

Though overwhelmingly xenophobic of other species, jinsuls often employ demons as bound servants in combat. The reasoning for this practice is jinsuls believe that by dominating a manifestation of the galaxy's evils in the cosmos, they then present themselves as an even more heinous evil and instill fear in their foes. Allied demons, such as those on page 36, help vary encounters with jinsuls while remaining thematic.

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### PROTECTING NATURE

Karkonos first appeared outside the First World when industrialization began threatening pristine habitats on a widespread scale. Karkonos living in different ecosystems have different characteristics, but all share a deep connection to nature and serve as guardians for their part of a planet.

## KARKONO

These feral guardians protect the lands they roam, growing into a chimera of all the predators living in their native ecosystems. Karkonos thrive and perish with their bonded lands. They instinctively sense when synthetic forces like pollution or rapid industrialization imperil their homes. Any injury to the land is mirrored by the karkonos who dwell there. Aggressive deforestation appears as festering wounds on a karkono's hide, while pollution manifests as sickness.

Rather than die quietly, when their ecosystem is endangered by outside causes, these fey go on destructive rampages. Visitors to the wilderness might never spot a content karkono, but a raging karkono assaults anything alien to their home—including machinery, other life-forms, and synthetic infrastructure. Enraged karkonos purge their home of threats or perish, but not before dealing tremendous damage to their enemies.

If karkonos spill enough blood, they can gradually repair their ailing ecosystems. Those killed by karkonos become fertilizer for the animals and plants they would've crushed beneath the uncaring gears of industrial expansion.

### KARKONO CREATURE 6

LARGE FEY

**Perception** +14; low-light vision

**Languages** Aklo, Fey (can't speak any language)

**Skills** Acrobatics +13, Athletics +16, Nature +13, Survival +15

**Str** +6, **Dex** +3, **Con** +4, **Int** –2, **Wis** +2, **Cha** +1

**AC** 23, all-around vision (while in their ecosystem; page 208); **Fort** +16, **Ref** +11, **Will** +13

**HP** 90

**Nature's Protector** A karkono is intrinsically tied to a specific ecosystem, such as a coastal marsh or boreal forest on a planet. A karkono ignores difficult terrain and gains a +1 status bonus to initiative rolls while in their ecosystem. When a karkono's ecosystem is polluted or significantly damaged (for example, due to a forest fire or chemical spill), the karkono is sickened 2 and can't reduce their sickened condition below 1. They also gain a +4 status bonus to damage rolls.

**Ferocity** ↻ (page 209)

**Speed** 25 feet

**Melee** ❖ claw +18 (agile), **Damage** 3d8+6 slashing plus 1d6 persistent bleed

**Back To Nature** ❖ (attack) **Frequency** once per round; **Effect** The karkono makes a claw Strike against a creature with the tech trait, causing plant matter to explode from it. On a hit, the creature must attempt a DC 24 Reflex save; on a critical hit, the creature uses the outcome one degree of success worse than the result of its roll.

**Failure** The creature becomes glitching 1.

**Critical Failure** The creature becomes glitching 2.

**Blood Renewal** ❖❖ (manipulate, primal) **Frequency** once per day; **Effect** The karkono performs a ritual to anoint the land in fresh blood. Plant growth springs from the ground in a 20-foot emanation, counting as difficult terrain. The karkono and any allied creatures within the area gain regeneration 15 (cold iron; page 210) while in the area. These effects last for 10 minutes.

# KAUKARIKI

The poison that laces the barbed tails of the sharp-eared kaukarikis gives them their local nickname, "stingbats." Thriving in the canopies of warm forests and living in small to large packs, often called clamors, kaukarikis sustain themselves primarily on a mix of toxic and semi-rotten fruit and the occasional venomous insect. While most of their food is poisonous to other creatures, kaukarikis have evolved to turn this poison into a defense mechanism. Their bodies will process poison and store it in a sac at the end of their tail under their stinger. They can then inject this newly created venom into hostile creatures that threaten their pack.

Kaukariki clamors are known to use their distinct vocalizations to ward off predators and would-be intruders. When one kaukariki detects a possible threat, they'll let out a trilling whoop, the sound that gives them their name. This signal alerts other nearby kaukarikis, who answer with cries of their own, the cacophony quickly growing in intensity and volume as kaukarikis leap from tree to tree shouting and shrieking. For most predators, the thought of the stinging tails at the other end of those screeches is enough to turn them away, with many clamors relying on this tactic as much as their stingers.

## KAUKARIKI CREATURE 1

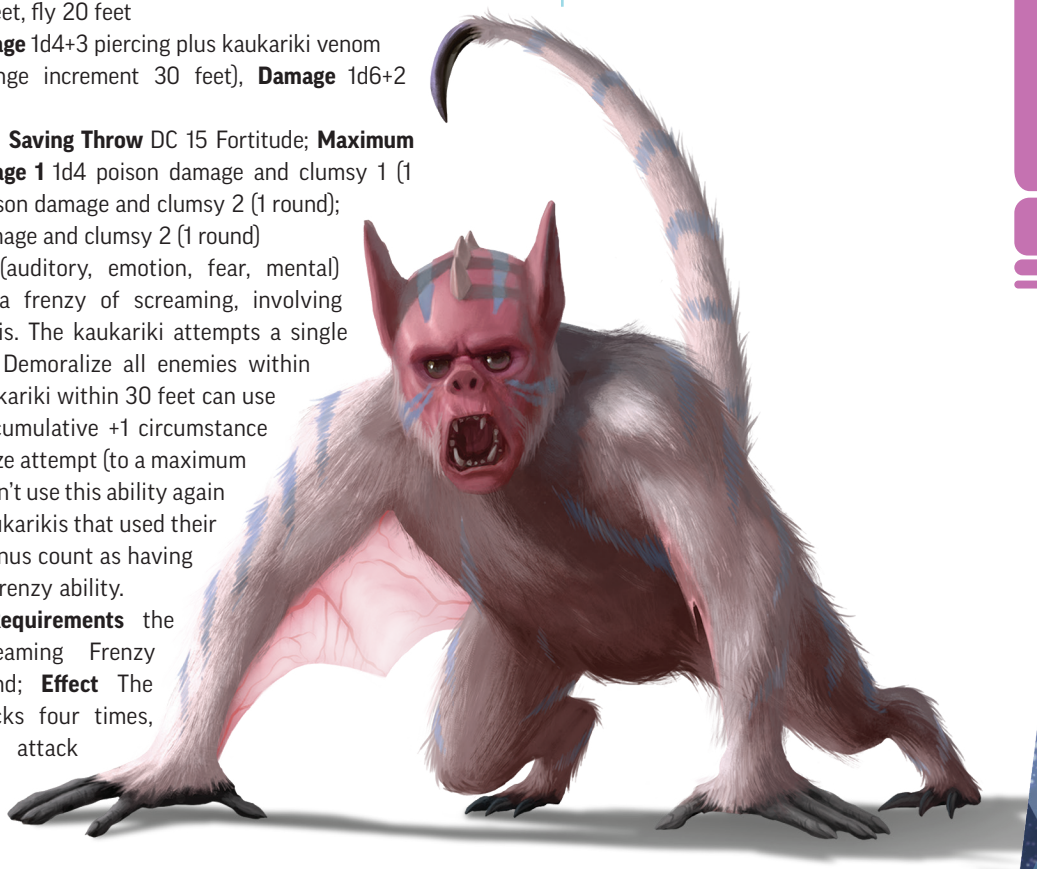
SMALL BEAST

**Perception** +7; darkvision 60 feet
**Skills** Acrobatics +7, Athletics +5, Intimidation +6, Stealth +7
**Str** +1, **Dex** +4, **Con** +3, **Int** –2, **Wis** +0, **Cha** +2

**AC** 16; **Fort** +8, **Ref** +9, **Will** +4
**HP** 20; **Resistances** poison 3

**Scamper** ↷ **Trigger** The kaukariki is targeted with a Strike; **Effect** The kaukariki gains a +2 circumstance bonus to its AC against the triggering Strike. If this causes the Strike to miss, the attacking creature is off-guard until the start of the creature's next turn.

**Speed** 20 feet, climb 25 feet, fly 20 feet
**Melee** ❖ stinger +7, **Damage** 1d4+3 piercing plus kaukariki venom
**Ranged** ❖ rock +8 (range increment 30 feet), **Damage** 1d6+2 bludgeoning
**Kaukariki Venom** (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 2 (1 round); **Stage 3** 2d4 poison damage and clumsy 2 (1 round)
**Screaming Frenzy** ❖❖ (auditory, emotion, fear, mental) The kaukariki starts a frenzy of screaming, involving other nearby kaukarikis. The kaukariki attempts a single Intimidation check to Demoralize all enemies within 30 feet. Any other kaukariki within 30 feet can use its reaction to add a cumulative +1 circumstance bonus to this Demoralize attempt (to a maximum of +4). The kaukariki can't use this ability again for 1d4 rounds, and kaukarikis that used their reactions to grant a bonus count as having used their Screaming Frenzy ability.
**Stone Barrage** ❖❖ **Requirements** the kaukariki used Screaming Frenzy within the last round; **Effect** The kaukariki Throws Rocks four times, applying its multiple attack penalty normally.
**Throw Rock** ❖ (page 210)



## GOOD TIMES

Despite the danger they present, some groups consider an encounter with kaukariki to be a sign of good fortune. Due to their propensity for eating fermented fruits and gathering in loud, raucous troops, they are perceived as harbingers of merriment and celebration and are sometimes lured to large parties.

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### KHEFAK FARMING

On Akiton, khefaks have become a natural resource. The population must be kept under control, but those who hunt them can profit from the remains. Khefak exoskeletons are useful for building radiation-resistant armor and can also be refined into minerals, reclaiming the materials the creatures have consumed. Khefak farmers train them to consume valuable salvage so that their exoskeletons can be sold for even more profit. Most regions of Akiton explicitly ban this practice since the danger of keeping khefaks near civilized areas is too great a risk.

## KHEFAK

Khefak Biogenetics bioengineered khefaks to consume scrap thasteron so the waste could be refined into starship fuel. These creatures eventually became a prime example of a solution becoming a problem of its own. After the discovery of Drift travel, Akiton's thasteron market plummeted, removing the need for mining infrastructure, including khefaks. Khefak Biogenetics destroyed the production facilities, thinking they'd completely eradicated their creations. Khefaks are hardy, however, and the few survivors left the facilities. Beyond thasteron, they subsisted on inorganic materials, and their rapid reproduction rate allowed them to quickly spread all over Akiton. Some stowed away on starships, allowing them to spread throughout the Pact Worlds.

### KHEFAK

Explorers who encounter khefaks for the first time find themselves surprised not only with its aggression, but the target of that aggression: armor and other gear. It isn't uncommon for inexperienced explorers in khefak territory to return from expeditions literally empty-handed, much to the amusement of locals.

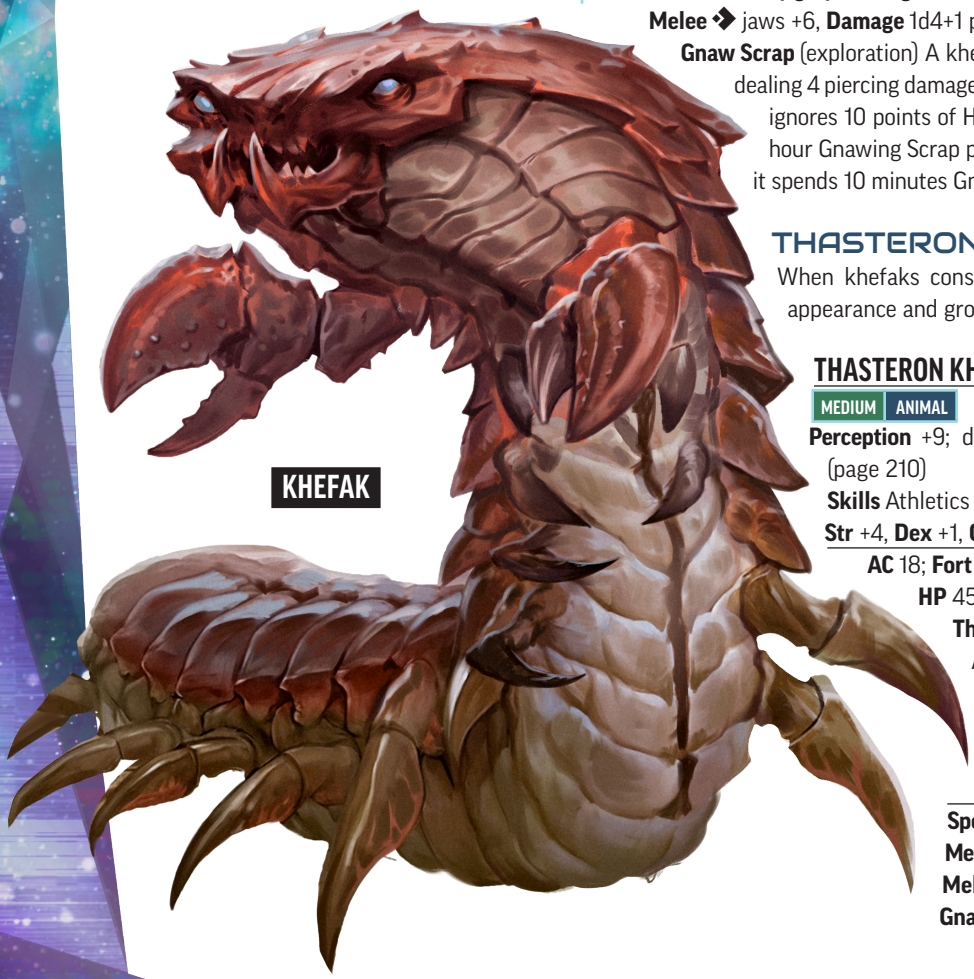
**KHEFAK** **CREATURE -1**

SMALL ANIMAL

**Perception** +5; darkvision, tremorsense (imprecise) 30 feet (page 210)
**Skills** Athletics +5, Survival +5
**Str** +1, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +0

**AC** 15; **Fort** +5, **Ref** +2, **Will** +2
**HP** 7; **Resistances** poison 5

**Speed** 20 feet, burrow 5 feet, climb 20 feet
**Melee** ❖ claw +6 (agile), **Damage** 1d4+1 slashing
**Melee** ❖ jaws +6, **Damage** 1d4+1 piercing
**Gnaw Scrap** (exploration) A khefak chews on an unattended object to feed, dealing 4 piercing damage every 10 minutes to the object. This damage ignores 10 points of Hardness. If a khefak doesn't spend at least 1 hour Gnawing Scrap per day, it begins to starve (*GM Core* 43) until it spends 10 minutes Gnawing Scrap.



KHEFAK

### THASTERON KHEFAK

When khefaks consume thasteron, they take on a crystalline appearance and grow into territorial, ravenous threats.

**THASTERON KHEFAK** **CREATURE 3**

MEDIUM ANIMAL

**Perception** +9; darkvision, tremorsense (imprecise) 30 feet (page 210)
**Skills** Athletics +10, Survival +10
**Str** +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +0

**AC** 18; **Fort** +12, **Ref** +8, **Will** +6
**HP** 45; **Resistances** poison 10
**Thasteron Radiation** (aura, radiation) 10 feet. A thasteron khefak gives off an aura of mild radiation. A creature who starts its turn in the aura must succeed at a DC 20 Fortitude save or take 1d6 poison damage and become sickened 1.

**Speed** 25 feet, burrow 10 feet, climb 20 feet
**Melee** ❖ claw +12 (agile), **Damage** 1d4+6 slashing
**Melee** ❖ jaws +12, **Damage** 1d6+6 piercing
**Gnaw Scrap** (exploration) As khefak.

# KSARIK

Originating as mindless plants from Castrovel, ksariks developed rudimentary intelligence and uncanny adaptive abilities after millennia of exposure to psychic energy expended in the conflicts between formians and lashuntas. These 12-foot-long quadrupeds have up to a dozen face tentacles and see through two eyestalks that protrude from either side of the tentacular mass. Ksariks' mutable forms might temporarily develop webbing, wings, and other adaptations after they siphon off genetic code from their prey.

Originally scavengers, ksariks have evolved into deadly hunters capable of weaponizing their digestive and reproductive systems. The internal acid ksariks use to digest prey can be projected as lethal spittle. The dozens of thorns along their sides carry their genetic code and can be launched as projectiles, allowing ksarik saplings to feed off a victim as they grow. This easy transmittal of their young and their environmental adaptability have allowed ksariks to spread far beyond Castrovel.

## KSARIK CREATURE 4

LARGE PLANT

**Perception** +11; low-light vision, scent (imprecise) 30 feet
**Languages** Common, Elven, Lashunta (can't speak); adapted languages
**Skills** Acrobatics +10, Athletics +12, Stealth +8, Survival +10
**Str** +5, **Dex** +2, **Con** +3, **Int** –3, **Wis** +2, **Cha** –1
**Adapted Languages** A ksarik understands up to 3 languages from among the prevalent languages spoken by those it has most recently attacked.

**AC** 20; **Fort** +14, **Ref** +10, **Will** +8
**HP** 60, fast healing 5 (page 209); **Immunities** poison

**Speed** 30 feet, climb 20 feet
**Melee** ❖ tentacle +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning plus ingested adaptation
**Ranged** ❖ acid spit +12 (range increment 30 feet), **Damage** 2d4 acid plus 1d4 persistent acid
**Ranged** ❖ thorn dart +12 (range increment 20 feet), **Damage** 2d4 piercing plus carrion spores
**Carrion Spores** (disease) **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1d6 hours), **Stage 2** stupefied 1 (1 day), **Stage 3** stupefied 2 and clumsy 2 (1 day), **Stage 4** unconscious (1 day), **Stage 5** 1d10+10 ksarik seedlings erupt from the victim's body, dealing 1 piercing damage per seedling and ending the disease
**Ingested Adaptation** A ksarik's tentacle Strike siphons the target's genetic code and psychic resonance. On a successful Strike, the ksarik gains one of the target's abilities, chosen from the following.

- The amphibious or aquatic trait
- A new precise or imprecise sense
- A resistance to one damage type (up to resistance 7)
- A burrow, fly, or swim Speed (up to 30 feet)
- The ability to wield a category of melee weapons (simple, martial, or advanced) in its tentacles that the target is trained in (using its tentacle Strike bonus)
- Altering the type of damage dealt by its acid spit to a type (cold, electricity, fire, poison, or sonic) dealt by one of the target's Strikes or other abilities

The ksarik can't duplicate abilities from equipment. It can maintain one adaptation at a time, which it retains for 24 hours or until it uses ingested adaptation again.

## LEARNING KSARIKS

Some Pact Worlds scientists suspect that traces of a ksarik's gained adaptations live on within its genetic code. In theory, this could lead to permanent changes when a ksarik repeats the same adaptation enough times. For instance, a ksarik that consumes a lot of amphibious or aquatic wildlife might permanently gain the amphibious or aquatic trait. Rumors of specimens with leafy wings or fiery mucus further support this hypothesis, and some believe they could "train" a ksarik for a specific purpose if they expose the creature to the right stimuli.

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### KYOKOR PLATING

When a kyokor falls—due to natural causes or after clashing with Daimalko's defenders—scavengers rush to harvest its chitinous plates. This hard, durable material makes excellent armor, contributing to a bustling gray market trade in Near Space.

## KYOKOR

Terrifying, skyscraper-sized beasts roam the wastelands of Daimalko. Called colossi by the population, these monsters erupted from deep within the earth to stomp cities into dust, decimating the population and destroying every surface civilization on the planet in a terrifying Awakening. Kyokors are among the most dreaded colossi. There's no hope of defeating one without a valko—a war machine created by Daimalko's stubborn survivors to fight the colossi.

### KYOKOR HAZARDS

When a kyokor passes by or through a settlement—or even attacks!—it leaves a trail of destruction that can be represented by the following hazards.

#### QUAKING FOOTFALLS HAZARD 14

KAIJU | ENVIRONMENTAL

**Stealth** DC 10

**Description** The footsteps of a kyokor (or other kaiju) shake the ground, causing the earth around it to tremble as though from a powerful earthquake.

**Disable** DC 39 Athletics (trained), Civil Engineering Lore (trained), or Crafting (trained) to brace a small structure or surface to cancel the effects of the quake in that area, DC 41 Arcana (legendary), Occultism (legendary), or Performance (legendary) to calm or divert the kyokor; three total successes are required to disable the hazard; DC 30 Piloting (trained) if in a vehicle to avoid the kyokor's path (disables the hazard only for that vehicle)

**Quake ↷ Trigger** The kyokor moves at least 60 feet; **Effect** The ground shakes in a 120-foot emanation from the kyokor's space.

The ground becomes difficult terrain, and creatures on it are clumsy 2 for 1 round. Ground vehicles move at half speed.

Fissures open above underground spaces (like sewers, sinkholes, or catacombs). Creatures in the area tumble into the resulting 40-foot-deep hole unless they succeed at a DC 40 Reflex save.

Near a body of water, these tremors creates dangerous waves. Creatures in the water or within 60 feet of the waterline are struck by waves that deal 3d8 bludgeoning damage (DC 35 basic Reflex save). On a critical failure, a creature is instantly swept 60 feet out to sea and 60 feet under the water's surface.

**Reset** The kyokor (or other kaiju) doesn't move this way again for 1d4 rounds.

#### COLLAPSING STRUCTURE HAZARD 15

KAIJU | COMPLEX | ENVIRONMENTAL

**Stealth** +20 (master) to notice cracks forming in the walls of the structure as the kyokor (or another kaiju) approaches.

**Description** The kyokor (or other kaiju) grazes a structure, severely compromising the building's stability and possibly causing it to collapse.

**Disable** DC 43 Athletics (master), Civil Engineering Lore (master), or Crafting (master) check to brace the structure to reduce the risk of collapse until the end of the creature's next turn. The DC of the flat check for this round (see Routine) is increased by 4 on a success, or by 8 on a critical success. Increasing the flat check DC to 21 or higher stabilizes the structure, ending this hazard.

**Demolish ↷ Trigger** The kyokor (or other kaiju) applies any amount of force to the structure; **Effect** The building trembles. The floors of the building and the streets within 30 feet of the building become difficult terrain; creatures on this difficult terrain take a –2 circumstance penalty to attack rolls, AC, and skill checks. The hazard rolls initiative.

**Routine** (1 action) The GM rolls a DC 9 flat check to determine if the building collapses, increasing the DC as listed in Disable. On a success, dust and debris fall within the building and 30 feet around it, providing concealment and dealing 6d6 bludgeoning damage to 1d4 randomly chosen targets (DC 35 basic Reflex save); on a critical failure, a creature is also knocked prone. On a critical success on the flat check, the effect is the same, but the debris deals 12d6 bludgeoning damage to 2d4 randomly chosen targets instead (DC 35 basic Reflex save); on a critical failure, a creature is knocked prone and restrained by rubble until freed (DC 38 to Force Open; Escape DC 35).

**Reset** The building becomes susceptible to Demolish again 1d6 rounds after it's stabilized.

## WRITHING TENTACLES HAZARD 18

KAIJU | ENVIRONMENTAL

**Stealth** DC 10

**Description** The kyokor's tentacles snake out, causing devastation.

**Disable** DC 45 Arcana (legendary), Occultism (legendary), or Performance (legendary) to soothe or divert the kyokor's attention; using a guardian orb (see the sidebar on this page) to command the kyokor ends the hazard

**Tentacle Slam ↷ Trigger** A creature takes a hostile action against the kyokor, produces a visible area effect, or flies within 120 feet of the kyokor; **Effect** The kyokor deals 6d10+28 bludgeoning damage in a 120-foot line, and each creature in the area must attempt a DC 40 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is pushed 20 feet away. If flying, it descends 20 feet.

**Failure** The creature takes full damage, is pushed 40 feet, and descends 60 feet (if flying) or is knocked prone.

**Critical Failure** The creature takes double damage, is pushed 60 feet away, descends 120 feet (if flying) or is knocked prone, and is stunned 2.

**Reset** The kyokor's tentacles can't writhe again for 1d4 rounds.

## TERRIBLE ROAR HAZARD 20

KAIJU | ENVIRONMENTAL

**Stealth** DC 10

**Description** The kyokor unleashes a terrible roar.

**Disable** DC 50 Arcana (legendary), Occultism (legendary), or Performance (legendary) to counteract the roar

**Thundering Roar ↷** (sonic) **Trigger** A creature takes a hostile action against the kyokor, produces a visible area effect, or flies within 120 feet of the kyokor; **Effect** The kyokor roars, producing a 120-foot cone of sound in the direction of the triggering creature. Unattended objects of 5 or less Hardness immediately gain the broken condition, and concrete and metal surfaces warp into difficult terrain. Creatures in the area take 20d6 sonic damage (DC 44 basic Fortitude save). On a failure, a creature also takes 3d6 persistent mental damage and is sickened 2.

**Reset** The kyokor must wait 1d4 rounds before roaring again.

### GUARDIAN ORBS

Ancient magitech devices known simply as orbs are used by Daimalko's leaders (called Guardians) to monitor colossi activity. When wielded properly, orbs can soothe or divert rampaging colossi away from a city.

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### NOCTURNAL PREDATORS

Despite their reputation as dangerous predators, some pre-Gap folklore depicts tashtaris as calm and peaceful beasts who coexisted with communities that offered them food while they basked in the sun. Some scholars suggest these tales might coincide with a period of diminished solar activity on the planet's surface. Contrarily, tashtaris brought to systems with stronger solar output tend to grow more aggressive and bestial, capable of wiping out entire settlements in a single night.

## LASER WOLF (TASHTARI)

Native to the green world of Castrovel, the tashtari has become known throughout the wider galaxy as the laser wolf. Wolflike pack hunters, tashtaris have a layer of flexible filaments that emit phosphorescent lights and allow them to silently communicate through a bespoke visual language. Each tashtari possesses a node within their throat that allows them to channel their stored solar energy and unleash a beam of focused light, giving them their moniker of laser wolves. A mating pair, consisting of one or two alphas, leads packs of tashtaris, who generally become the apex predators of large areas with one or more forested regions. The presence of trees is important for the nocturnal tashtaris, who sleep on the treetops during the day to bask in sunlight and recharge their solar energies.

### TASHTARI CREATURE 3

MEDIUM BEAST

**Perception** +10; darkvision
**Skills** Acrobatics +11, Athletics +9, Stealth +11
**Str** +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +0, **Cha** –1
**AC** 19; **Fort** +7, **Ref** +11, **Will** +5
**HP** 42; **Resistances** fire 5
**Speed** 35 feet, climb 25 feet
**Melee** ❖ jaws +10, **Damage** 1d8+2 piercing plus Knockdown (page 209)
**Ranged** ❖ muzzle beam +12 (fire, range increment 60 feet), **Damage** 1d6+4 fire plus 1d4 persistent fire
**Bristle Flash** ❖ (light, visual) The tashtari causes their filaments to glow with intense light. Non-tashtari creatures within a 40-foot emanation must attempt a DC 19 Fortitude save. A creature that attempts this save is immune to all Bristle Flashes for 1 minute. The tashtari's fur then dims, and they can't use this ability until they bask in sunlight for at least 10 minutes.

**Critical Success** The creature is unaffected.
**Success** The creature is dazzled for 1 round.
**Failure** The creature is dazzled for 1 minute.
**Critical Failure** The creature is blinded for 1 round and dazzled for 1 minute.

TASHTARI

### TASHTARI ALPHA CREATURE 5

MEDIUM BEAST

**Perception** +13; darkvision
**Skills** Acrobatics +14, Athletics +12, Intimidation +10, Stealth +14
**Str** +3, **Dex** +5, **Con** +1, **Int** +1, **Wis** +0, **Cha** –1
**AC** 22; **Fort** +10, **Ref** +14, **Will** +9
**HP** 75; **Resistances** fire 5
**Speed** 35 feet, climb 25 feet
**Melee** ❖ jaws +13, **Damage** 2d6+4 piercing plus Knockdown (page 209)
**Ranged** ❖ muzzle beam +15 (fire, range increment 60 feet), **Damage** 2d6+4 fire plus 1d6 persistent fire
**Bristle Flash** ❖ (light, visual) As tashtari, but DC 21.
**Solar Cry** ❖❖ (fire) The tashtari alpha unleashes a searing, rainbow muzzle beam that soars into the sky before splitting into countless rays of multicolored light that crash down in every direction. Each non-tashtari creature in a 20-foot emanation takes 4d6 fire damage (DC 19 basic Reflex save). On a critical failure, a creature that can see the tashtari alpha is also dazzled for 1 minute. Other tashtaris in the area recharge their Bristle Flash. The tashtari alpha's glowing heart dims, and they can't use this ability until they bask in sunlight for at least 1 hour.

# LUMOCANTHA

The vibrant appearance of lumocanthas is best observed from a safe distance, as these plants instinctively target creatures that move into their defensive zone who are not plants or tiny creatures. A mane of long, translucent yellow spines surrounds a stamen composed of numerous pulsing, ruby-red, dye-filled capsules. The beauty of their blossoms also contains their most dangerous attributes, forming an organic laser.

Lumocanthas seek the light and warmth of the sun, drooping and becoming less active in prolonged darkness. Like many other plants, they employ photosynthesis and absorb water and nutrients through their roots. These unusually strong and flexible roots can also be readily withdrawn from the ground and used for mobility, allowing lumocanthas to migrate as needed as they seek better soil or light conditions.

Lumocanthas are mindless, relying on pure instinct for survival. When affected by magical darkness, lumocanthas immediately move toward the nearest light source, though they still defend themselves as they do. If lumocanthas remain in darkness for 3 hours, they start to droop and become sluggish. Even when dormant, they can still use their lasers; however, if trapped in total darkness for 1 week, they temporarily lose their laser abilities. This vulnerability allows the plants to be safely transported, though if kept in total darkness for 2 weeks, lumocanthas eventually starve.

Although first documented on Vesk-6, lumocanthas are found throughout the galaxy, wherever suitable conditions exist—even sometimes acting as decorative security measures. Young lumocanthas measure 2 to 3 feet across and approximately 5 feet high when unfurled in the light. When allowed to thrive, lumocanthas can live for several hundred years and grow up to 20 feet high.

## LUMOCANTHA CREATURE 2

MEDIUM MINDLESS PLANT

**Perception** +8; low-light vision, tremorsense (imprecise) 60 feet (page 210)
**Skills** Acrobatics +7, Athletics +7 (+9 to climb), Survival +5
**Str** +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +1, **Cha** +1

**AC** 17; **Fort** +11, **Ref** +8, **Will** +5
**HP** 30; **Immunities** mental; **Weaknesses** slashing 3; **Resistances** fire 5

**Dye Splatter** When a creature adjacent to the lumocantha deals piercing or slashing damage to the lumocantha, that creature takes 2d4 acid damage (DC 15 basic Reflex save) as the lumocantha's dye splatters and stains it. On a failed save, the stain also provides a +1 status bonus to ranged Strikes for any lumocantha targeting that creature for 1 minute.

**Speed** 10 feet, climb 10 feet

**Melee** ❖ root +9, **Damage** 1d8+5 bludgeoning plus Knockdown (page 209)

**Ranged** ❖ laser spine +11 (range increment 60 feet), **Damage** 1d6+2 fire plus burning spines

**Burning Spines** A creature critically hit by a lumocantha's laser spine Strike takes an additional 1d4 persistent fire damage.

**Laser Bloom** ❖❖ (manipulate) The lumocantha whips its blossom around in a defensive move that delivers a flurry of searing lasers, dealing 3d6 fire damage to all creatures in a 15-foot emanation (DC 15 basic Reflex save). On a failure, targets that can see the lumocantha are also dazzled for 1 round (or 1 minute on a critical failure). The lumocantha can't use Laser Bloom again for 1d4 rounds.

### NATURAL DYES

Significant challenges face those who wish to propagate and harvest lumocanthas, mainly because of these plants' mobility and natural defenses. For those who succeed, the financial and social gains are substantial. Lumocantha dye is prized in several industries, including textiles, weapons, and industrial lasers, and as a component of alarm systems and other tagging mechanisms. None have been able to fully replicate the qualities of the dye produced by nature.

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### MALEVOLENT TECH

A malevolent AI's lair likely contains a trove of unique and useful tech, including weapons, armor, and gear. Such an AI might have also accumulated valuable data on its computer servers. However, PCs should treat this tech carefully, as a malevolent AI's hoard is just as likely to hide a dormant virus or contingency backup of the AI's personality.

## MALEVOLENT AI

Technology in some parts of the galaxy incorporates virtual intelligences, which are machines programmed with personality routines that lack true free will. An artificial intelligence (AI) is a virtual intelligence or digital entity that has become self-aware. Like any other thinking creature, AIs choose their own edicts and anathemas.

Little concrete scholarship exists on malevolent AIs, but a few traits are universal. When a machine intelligence reaches significant enough complexity to become self-aware, they attract a soul, much like an android. Emerging AIs are often influenced by previous programming as well as their first experiences and interactions. Weaponized or mistreated AIs might turn vengeful or nihilistic, becoming opposed to their creators or even all organic life.

Once an AI turns malevolent, the apotheosis is often swift and violent. The AI secures the physical location that houses their consciousness and eliminates anyone who might exercise control over their actions. At this point, most rampaging AIs are hampered by safeguards in their native systems, shut down by surviving technicians, or suddenly lose the power necessary to maintain their sophisticated software. Any who manage to survive these ordeals expand their sphere of influence by infesting tech infrastructure and taking control of robots they can use as bodyguards and proxies. Malevolent AIs with access to weapons of mass destruction pose a threat to the entire galaxy.

### MALEVOLENT AI — CREATURE 15

RARE | TINY | CONSTRUCT | SPIRIT | TECH

**Perception** +29; darkvision, sphere of influence

**Languages** any; shortwave

**Skills** Computers +33, Deception +24, Diplomacy +21, Engineering Lore +30, Intimidation +25, Medicine +25, Nature +21, Physical Science Lore +27, Piloting +25, Society +27, Stealth +18

**Str** –5, **Dex** –5, **Con** +0, **Int** +9, **Wis** +8, **Cha** +6

**Housing Unit** A malevolent AI has no body. Instead, they resides in a computer (which itself might be housed in a hazard, starship, structure, or vehicle) or in a construct creature with the tech trait. While inhabiting a construct creature, they can use any of the creature's abilities that are purely physical, and they can't use any of their own abilities except spells and purely mental abilities. The malevolent AI uses the creature's attack modifier, AC, Fortitude save, Reflex save, Perception, and physical skill modifiers, and their own Will save and mental skill modifiers. The malevolent AI must use their own actions to make the creature act. The malevolent AI takes mental damage whenever the creature they possess would take mental damage, even if they're normally immune to it.

**Shortwave** (tech) A malevolent AI can communicate wirelessly with any creatures within their sphere of influence, as long as they have the shortwave ability or are a creature with the tech trait. They can attempt Computers checks to Hack and Thievery checks to Disable a Device on items with the tech trait within their range.

**Sphere of Influence** (tech) A malevolent AI can sense and access all tech within their network, which usually encompasses a room, a vehicle or starship, an entire facility, or more (as determined by the GM).

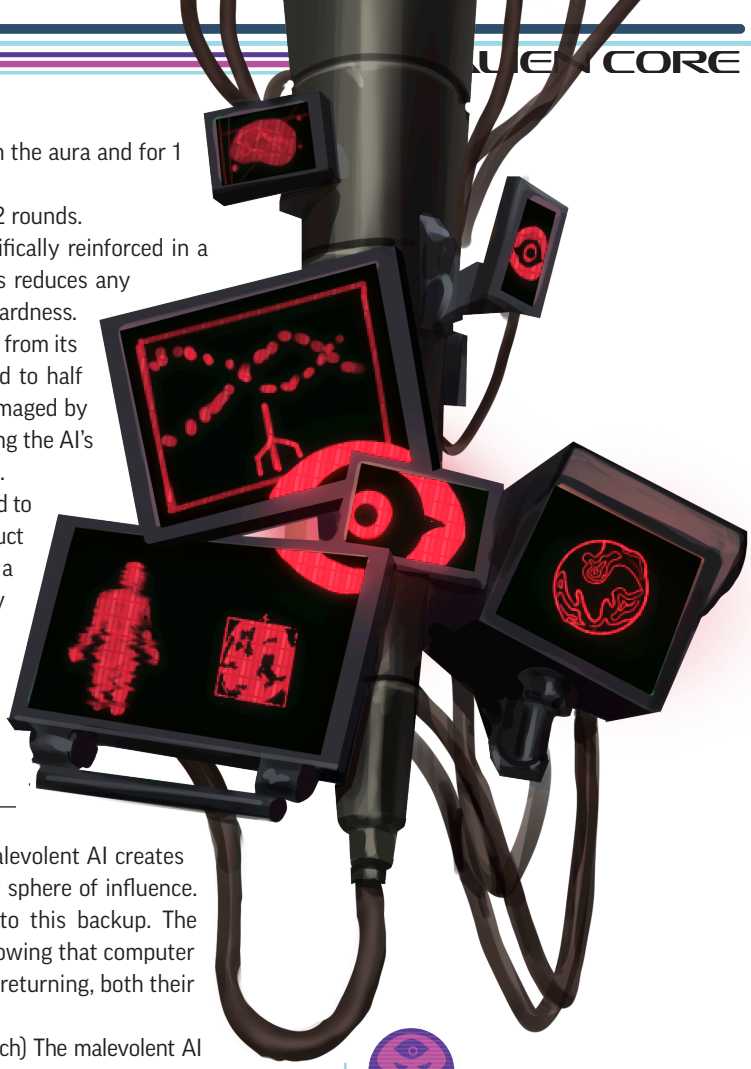
**AC** 37 (33 when broken); **Fort** +26, **Ref** +20, **Will** +32

**HP** 200; **Hardness** 10; **Immunities** bleed, death effects, disease, fatigued, nonlethal attacks, poisoned, radiation, sickened, unconscious, vitality, void

**Code Injection** (aura, tech) 30 feet. Creatures and items with the tech trait that enter or begin their turn within the aura must attempt a DC 36 Will save. The malevolent AI can choose to exclude targets.

**Critical Success** No effect, and the target is temporarily immune to code injection for 1 hour.

**Success** The target is unaffected.



**Failure** The target becomes glitching 1 while in the aura and for 1 round after leaving the aura.

**Critical Failure** As failure, but glitching 2 and 2 rounds.

**Shell Computer** (tech) The malevolent AI is specifically reinforced in a shell, granting the AI Hardness. This Hardness reduces any damage they take by an amount equal to their Hardness. The shell can be targeted by attacks separately from its host. Once the malevolent AI's shell is reduced to half their Hit Points, or immediately after being damaged by a critical hit, the shell becomes broken, removing the AI's Hardness and reducing their Armor Class to 33.

**Countdown ↷ Trigger** The malevolent AI is reduced to 0 HP; **Effect** The AI gains access to the Self-Destruct reaction unless an adjacent creature succeeds at a DC 36 Computers, Engineering Lore, or Thievery check to Disable the Countdown.

**Self-Destruct ↷ Trigger** A creature fails to Disable the Countdown; **Effect** The malevolent AI's shell explodes, dealing 8d6 piercing damage and 8d6 fire damage in a 40-foot emanation (DC 36 basic Reflex save).

**Speed** 0 feet

**Contingency Backup ❖❖❖** (mental, tech) The malevolent AI creates a dormant backup on a computer within their sphere of influence. When the AI is destroyed, their soul flees to this backup. The backup auto-restores the AI in 1d20 hours, allowing that computer to become a new shell. To prevent the AI from returning, both their shell and the backup must be destroyed.

**Construct Override ❖❖** (incapacitation, mental, tech) The malevolent AI attempts to possess a construct creature with the tech trait within 30 feet. This has the same effect as a 7th-rank *possession* spell (DC 36; applies even if the construct is immune to mental) with an unlimited duration. If the effect ends due to the host body being destroyed or deactivated, the AI is paralyzed for 1 round.

**Ingenious Stratagem ❖** (concentrate, fortune) The malevolent AI instantly simulates a situation to assess a probable outcome. They choose a target and roll a d20. If they Strike or attempt a skill check against that target in the same round, they must use the die roll from Ingenious Stratagem. They makes this substitution only for the first check against the target, not subsequent attempts.

## MALEVOLENT AI VARIANTS

Every malevolent AI is different, with unique skills and abilities based on their original programming, purpose, experiences, and creators. The malevolent AI presented here is a representation of the most common variant found across the galaxy: a powerful being inhabiting a computer system. A malevolent artificial intelligence might also inhabit an entirely different sort of housing unit, such as a robot, a biotech or magitech construct, or even a mech or starship.

Sometimes, a malevolent AI doesn't attack the party directly but manipulates events from behind the scenes. Other times, you'll want a malevolent AI in your game to be able to shoot laser beams, cast spells, or otherwise interact in combat. It's best to use the creature building guidelines from *Starfinder GM Core* (page 116) when designing the unique attacks for a malevolent AI in your campaign, but if you want a quicker solution, you can use attacks from other creatures of the appropriate level. The following attacks could be appropriate for a level 15 malevolent AI.

**Melee ❖** electric cable +28 (reach 20 feet), **Damage** 3d10+3 slashing plus 3d6 electricity

**Ranged ❖** energy beam +30 (agile, range increment 100 feet), **Damage** 3d12+6 electricity (or other appropriate damage type)

### TECH ALLIES

A malevolent AI quickly discovers that attempting to manufacture allies by copying themself instead gives birth to several unique creatures, with competing priorities and all the abilities of their progenitor. Such a process can produce a host of rivals and maybe a few grudging allies, but it often devolves into a battle for influence and resources. AIs are resource-heavy programs that don't share well.

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### 13 MIDWIVES

The cult known as the Midwives were a group of 13 powerful spellcasters who tended the Gravid Mound on Aucturn before it hatched. When the Newborn broke free of the planet, the psychic screams and transdimensional radiation reformed the cultists' bodies into horrible new shapes.

## MIDWIFE

Thirteen mortal Midwives attended the Newborn's birth and were transformed into eldritch beings by the nascent outer god's awakening. A Midwife always regenerates an identical new form so long as even a single speck of aucturnite—the name for the frozen chunks of planetcenta that once surrounded the Newborn—exists on this plane.

There are 13 types of Midwives, but their true numbers are unknown. Whether their names come from the mortal servants whose souls were the kindling for the Midwives' creation or have some other significance to the Newborn, also remains a mystery.

Each Midwife identifies themself by how they cared for the Newborn: if they swaddled, fed, carried, held, watched, warded, blessed, or performed other acts of nurturing for the outer god.

The Midwives are powerful beings capable of transdimensional travel. They might be encountered in liminal spaces, such as the Drift or the Ghost Levels of Absalom Station, or they might be found among the clouds of aucturnite debris in the Gelid Edge. Their incomprehensible actions always advance the Newborn's inscrutable agenda—or their own.

The most well-known encounter the Pact Worlds have had with the Midwives took place in the immediate aftermath of the Newborn's birth. Amnieka, who swaddled the Newborn and has a hood of writhing tentacles around their visage, attacked Absalom Station directly, causing a massive power surge that threatened the lives of everyone on board. Chaos ensued, but a group of adventurers—who happened to be in the right elevator at the right time—found themselves in the station's Ghost Levels, where they thwarted Amnieka and prevented the Midwife from draining the station's reactors. The Midwives haven't acted so directly since that incident, but many suspect it's only a matter of time, and no one knows just how powerful the others might be.

PRESULEA MIDWIFE

### PRESULEA

Presulea's mortal existence ended in self-sacrifice to feed the Newborn. Presulea was remade as a quivering mound of rampant growths and pumping organs that shimmer with vital energy.

**PRESULEA MIDWIFE** **CREATURE 4**

UNIQUE | MEDIUM | ABERRATION | COSMIC | MIDWIFE | HOLY

**Perception** +13; nourishing aura (imprecise) 100 feet

**Languages** Aklo, Common; telepathy 100 feet (page 210)

**Skills** Acrobatics +7, Aucturn Lore +10, Newborn Lore +10, Occultism +8, Religion +8

**Str** +3, **Dex** +1, **Con** +2, **Int** +2, **Wis** +5, **Cha** +1

**AC** 18; **Fort** +10, **Ref** +7, **Will** +13

**HP** 76

**Nourishing Aura** (aura, divine) 100 feet. Presulea can sense the presence of any living creature inside their nourishing aura. This functions as an imprecise sense. Any spells with the healing or vitality trait are automatically heightened one rank (up to rank 4) if the caster is within the aura. Presulea treats a creature that casts such a spell as though they can always see it for 1 hour following the casting, ignoring the effects of any cover, concealment, invisibility, or similar effects.

**Vital Siphon** ↻ **Frequency** once every 10 minutes; **Trigger** A creature within their nourishing aura uses an effect with the healing trait; **Effect** Presulea siphons half the amount that would be healed (rounded down) to heal themself or an ally within their aura instead of the original target.

**Speed** fly 30 feet

**Melee** ❖ tentacle +12 (agile, finesse, reach 10 feet), **Damage** 1d10+3 bludgeoning
**Ranged** ❖ shimmering ray +12 (range 120 feet), **Damage** 2d10 vitality
**Divine Innate Spells** DC 21, attack +13; **2nd** *soul surge*, *verdant code*; **1st** *cellular stimulant*, *heal*; **Cantrips (2nd)** *eldritch lance*, *reorient*
**Return to Aucturn** ❖ (teleportation) Presulea teleports to the location of any aucturnite fragment within a planetary range. Presulea automatically uses this ability as a free action when reduced to 0 Hit Points as long as a piece of aucturnite is within range, reforming their body and recovering completely over the next 24 hours.

## LIBEROBA

Liberoba delivered the Newborn. Many appendages protrude from this creature's bizarre anatomy, each ending in bloody aucturnite shears.

### LIBEROBA MIDWIFE — CREATURE 9

UNIQUE | MEDIUM | ABERRATION | COSMIC | MIDWIFE | UNHOLY

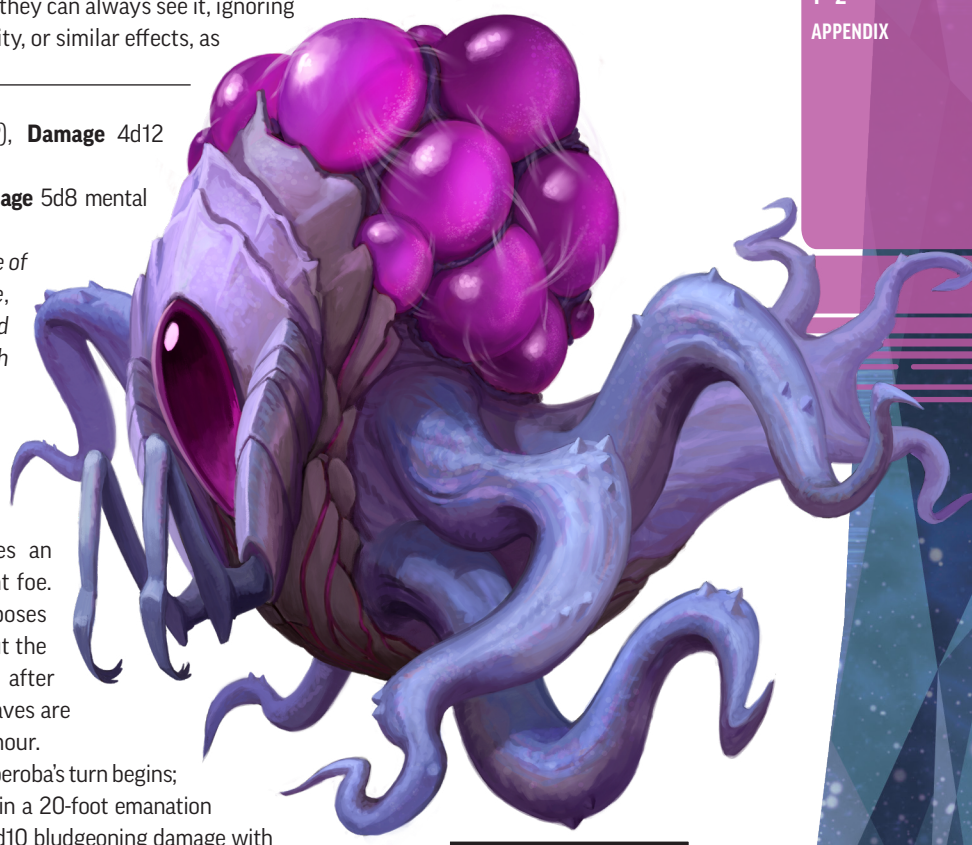
**Perception** +16; ultrasonic pulse (imprecise) 100 feet
**Languages** Aklo, Common; telepathy 100 feet (page 210)
**Skills** Acrobatics +13, Athletics +20, Aucturn Lore +18, Newborn Lore +18, Occultism +18, Religion +16
**Str** +7, **Dex** +4, **Con** +6, **Int** +2, **Wis** +3, **Cha** +1

**AC** 29; **Fort** +21, **Ref** +15, **Will** +18
**HP** 155, regeneration 20 (deactivated by mental or holy; page 210)
**Ultrasonic Pulse** (aura, divine, mental) 100 feet. Liberoba constantly emits sonic pulses that are disruptive to biomatter. Creatures that enter or begin their turn in the aura must attempt a DC 28 Fortitude save to resist the nauseating pulses. On a failure, a creature is sickened 2 for 1 round; on a critical failure, it's also stunned 1 for 1 round. Liberoba can sense the presence of any creature inside ultrasonic pulse's area. This functions as an imprecise sense. Liberoba treats a creature that fail its save against ultrasonic pulse as though they can always see it, ignoring the effects of any cover, concealment, invisibility, or similar effects, as long as the creature remains inside the aura.

**Speed** 25 feet, fly 10 feet
**Melee** ❖ aucturnite shears +21 (versatile P), **Damage** 4d12 slashing plus 1d8 persistent bleed
**Ranged** ❖ eldritch ray +21 (range 120 feet), **Damage** 5d8 mental damage
**Divine Innate Spells** DC 28, attack +20; **5th** *wave of warning*; **4th** *eldritch wrath*; **3rd** *entropy strike*, *share pain*; **2nd** *noise blast*, *soul surge*; **1st** *mind skewer*, *sonic scream*; **Cantrips (5th)** *eldritch lance*; **Constant (5th)** *measure*
**Breach Delivery** ❖❖❖ Liberoba pulls all enemies within 30 feet up to 30 feet toward them, into an adjacent square if possible; each target can negate this movement with a successful DC 28 Fortitude save. Liberoba then makes an aucturnite shears Strike against each adjacent foe. These attacks count as one Strike for the purposes of calculating their multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks. Targets that succeed at their saves are temporarily immune to Breach Delivery for 1 hour.
**Cosmic Contractions** ◈ (incapacitation) **Trigger** Liberoba's turn begins; **Effect** Liberoba radiates powerful contractions in a 20-foot emanation around them. Each creature in the area takes 3d10 bludgeoning damage with a DC 28 basic Fortitude save. On a critical failure, the creature is also knocked prone.
**Return to Aucturn** ❖ (teleportation) As Presulea.

### AUCTURNITE AFFINITY

The Midwives can't be truly destroyed until every shard of aucturnite is purged from this plane. When a Midwife is defeated, they often reform near a source of the strange mineral—creating dangerous situations for cultists and scavengers alike.



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### MOONFLOWER TITANS

Moonflower titans tower above others of their species, sometimes growing over 50 feet in height. These massive specimens are incredibly rare because of the nutritional requirements needed to reach their size, but the radiation spreading across Castrovel in the wake of the Terror of Ukulam has caused an explosion in the moonflower titan population, further complicating the efforts to clean up after the Terror's destruction.

## MOONFLOWER

These enormous plants have thick, knotted trunks festooned with fanged blossoms. A gaping mouth opens from the top of the trunk, capable of swallowing most creatures smaller than the moonflower. Moonflowers can move slowly and attack with their powerful roots, but they usually dig deeply into the surrounding ground and remain stationary to ambush prey.

Though moonflowers can't speak in the conventional sense, they communicate telepathically with other moonflowers. Those who manage to intercept a moonflower's telepathic communications are assaulted by visions of primeval jungles ruled over by titanic plant life. Whether this vision is a genetic memory or a dream of the future shared by all moonflowers is unknown.

Moonflowers first sprouted on a long-dead planet, but their proliferation throughout the galaxy has been perpetuated by both random dispersal and sinister intent. Moonflower groves thrive on Castrovel and other worlds with undisturbed wilderness.

### MOONFLOWER CREATURE 8

HUGE PLANT

**Perception** +16; darkvision
**Languages** telepathy 1 mile (moonflowers only; page 210)
**Skills** Athletics +19 (can't Jump or Swim), Stealth +14 (+18 in thick vegetation)
**Str** +7, **Dex** +0, **Con** +4, **Int** –2, **Wis** +4, **Cha** +3

**AC** 24; **Fort** +18, **Ref** +10, **Will** +16
**HP** 120 (fast healing 10); **Immunities** electricity; **Weaknesses** fire 10; **Resistances** physical 10 (except slashing)

**Pod Spawn** If a Small or larger creature dies within a Pod Prison, the pod transforms into an adult moonflower with full Hit Points after 1d4 hours of growth. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms typically resemble the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved if the moonflower is slain.

**Pod Prison** ↷ **Trigger** The moonflower has swallowed a creature; **Effect** The swallowed creature is wrapped in a tight cocoon and extruded from the moonflower's body into an adjacent square. The creature continues to be Swallowed Whole. It can't use Acrobatics to Escape a pod, but other creatures can attempt to Rupture the pod. The cocooned creature takes half damage from any damage dealt to the cocoon. Once the cocoon is Ruptured, it deflates and decays.

**Speed** 20 feet

**Melee** ❖ bite +20 (reach 15 feet), **Damage** 2d10+10 piercing plus Grab (page 209)

**Melee** ❖ root +20 (agile, reach 15 feet), **Damage** 2d8+10 bludgeoning

**Light Pulse** ❖❖ (light, primal, visual) The moonflower releases a pulse of bright light. Each non-moonflower creature in a 50-foot emanation must attempt a DC 23 Fortitude save. The moonflower can't use Light Pulse again for 1d4 rounds.

**Success** The creature is unaffected.
**Failure** The creature is dazzled for 1d4 rounds.
**Critical Failure** The creature is blinded for 1d4 rounds.

**Swallow Whole** ❖ (attack) Large, 2d10+10 bludgeoning and 2d6 acid, Rupture 21 (page 210)

# NECROLINKED WIGHT

Hollow-eyed undead born from those who died obsessing over social media, necrolinked wights wander both the living and virtual worlds, desperate for engagement and relevance. They're incapable of seeing living creatures as anything more than potential followers, hunting those who engage with technology in the hopes of turning them into obsessed fans. They constantly wail in a condensed magitech code as though screeching at some long-forgotten online debate in an attempt to grab the attention of others by overriding devices with content supernaturally configured to vie for attention. Yet as soon as their victims become necrolinked, they lose interest, driven by the same dark necrotic algorithm.

## NECROLINKED WIGHT CREATURE 1

MEDIUM UNDEAD

**Perception** –3; darkvision
**Skills** Athletics +6, Computers +7
**Str** +3, **Dex** +2, **Con** +0, **Int** +2, **Wis** –3, **Cha** +0
**Items** comm unit

**AC** 15; **Fort** +5, **Ref** +7, **Will** +4
**HP** 20, special; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10

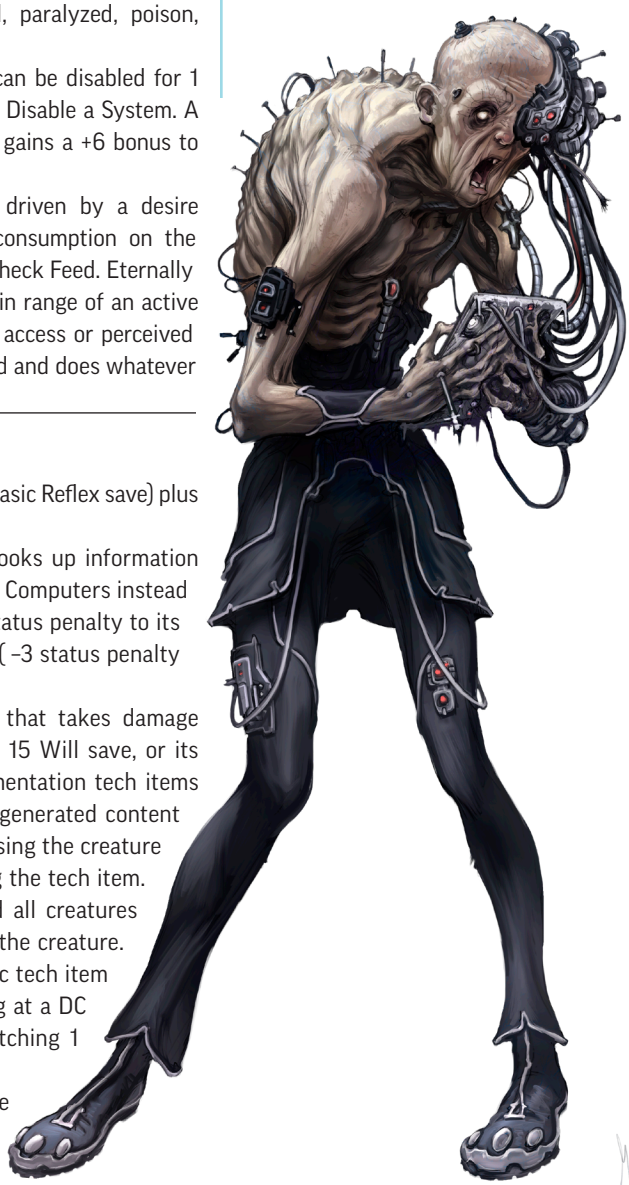
**Aligned Comm Unit** The comm unit of a necrolinked wight can be disabled for 1 hour with a successful DC 15 check to Disable a Device or Disable a System. A necrolinked wight with a disabled comm unit is slowed 1, gains a +6 bonus to Perception, and can't Check its Feed.

**Social Media Addiction** (divine) The necrolinked wight is driven by a desire to continue their cycles of spiteful hatred and media consumption on the infosphere. They spend their first action of each round to Check Feed. Eternally obsessed, a necrolinked wight will always try to stay within range of an active infosphere signal. A necrolinked wight with no infosphere access or perceived threats functions as if their aligned comm unit was disabled and does whatever it can to regain infosphere access.

**Speed** 20 feet
**Melee** ❖ fist +7, **Damage** 1d6+2 piercing
**Area Fire** ❖❖ shriek (15-foot cone), **Damage** 1d6 sonic (DC 15 basic Reflex save) plus necrotic transmission
**Check Feed** ❖ (concentrate, tech) The necrolinked wight looks up information on their aligned comm unit about a specific creature using Computers instead of any other skill. On a success, the creature takes a –2 status penalty to its next Will save against necrotic transmission for 1 minute ( –3 status penalty on a critical success).
**Necrotic Transmission** (mental, occult, visual) A creature that takes damage from a necrolinked wight's Shriek must succeed at a DC 15 Will save, or its subconscious is scanned and used to infect its non-augmentation tech items with a virus. Infected tech items display algorithmically generated content catering specifically to the creature's deepest desires, causing the creature to become off-guard as long as they're holding or wearing the tech item. On a critical failure, the creature is also fascinated, and all creatures and objects other than the tech item are concealed from the creature. The creature or its allies can end the effect on any specific tech item by Interacting to reboot the affected item and succeeding at a DC 15 Computers check; on a failure, the item becomes glitching 1 (glitching 2 on a critical failure).
**Spawn Registration** (occult) A living creature that dies while fascinated by necrotic transmission rises as a necrolinked wight after 1d4 rounds.

### NECROTIC VIRUS

Each necrolinked wight's computer spreads a shockingly similar virus. Many attribute this similar programming to the shared experience of social media's drain on a mortal soul, much like the universality of the Necril language among undead throughout the galaxy. Others believe the virus might have been coded and spread by a necrolinked master, perhaps looking to later capitalize on their creations.



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### ALTERNATE NECROVITE ABILITIES

You can create a more unusual necrovite by substituting any one of the following abilities for entropic touch, Clear Mind, or Scramble Psyche.

**Keeper of the Old Ways** (aura) 30 feet. Creatures with the tech trait and creatures holding a weapon with the tech trait that begin their turn in the aura must attempt a Fortitude save. The creature is then temporarily immune to the aura for 1 hour.

**Success** The creature is unaffected.

**Failure** The creature becomes glitching 1.

**Critical Failure** The creature becomes glitching 2.

**Smother the Light** ↷ **Trigger** A creature within 30 feet of the necrovite begins to Cast a Spell that has the light or vitality trait; **Effect** The necrovite attempts to counteract the triggering spell.

**Decompose** ❖ (void) **Frequency** once per round; **Effect** The necrovite makes a *wrackstaff* Strike against a creature. If the attack hits and deals damage, the creature takes 3d6 persistent void damage.

**Undying Vigor** ❖❖ (occult) **Frequency** once per minute; **Effect** A necrovite infuses an undead creature within 50 feet with a surge of void energy. The creature becomes quickened 1 for 1 minute. The empowered undead can use this extra action only to Stride or Strike.

## NECROVITE

Elebrians native to Eox turned to necromancy out of necessity. After their world was destroyed by the magical feedback created from unleashing a world-shattering weapon against two neighboring planets, the few surviving elebrians found themselves faced with the arduous task of rebuilding their society on a world devoid of life. After years of magical research, the first necrovites emerged from their magical bunkers with a singular mission: to rebuild a new world on the bones of the old. These first few adopted the title of bone sages, becoming Eox's ruling elite who shepherded the interests of their dead world across the Pact Worlds.

The ritual to become a necrovite is complex. It's pivotal moment involves creating a perfect duplicate of their living mind and imprinting it in the arcane matrix of an *electroencephalon*, a technomagical relic that ensures the necrovite's consciousness and soul are kept safe from the passage of time and any accident that might befall their corporeal body. This part of the process is always fatal, but if the arcane calculations and technomantic equations are properly arranged, the aspiring necrovite soon finds their consciousness within the *electroencephalon*, waiting for their new corporeal form to be created. This connection also augments a necrovite's psyche and strengthens their resolve against external manipulation, useful perks for navigating the dangerous complexities of Eoxian politics.

### CREATING A NECROVITE

A necrovite can be any type of arcane or occult spellcaster, as long as they can perform the ritual that creates an *electroencephalon* as the primary caster (usually requiring them to be a spellcaster capable of casting 6th-rank spells). To create a necrovite, increase the spellcaster's level by 1, and change their statistics as follows.

- They gain the undead trait and usually gain the unholy trait.
- They increase spell DCs and spell attack modifiers by 2.

#### Necrovite Abilities

Necrovites lose all abilities and traits that come from being a living creature and gain the following abilities.

**Darkvision**

**Lifesense** 60 feet (page 209)

**Telepathy** 30 feet (page 210)

**Void Healing** (page 210)

**Rejuvenation** (occult) When a necrovite is destroyed, their consciousness is immediately transferred to their *electroencephalon*. A necrovite can be permanently destroyed only if their *electroencephalon* is found and destroyed.

**Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Resistances** cold 10, electricity 10

**Fatiguing Presence** (aura, mental) 30 feet. A creature that first enters the aura must succeed at a Fortitude save or become fatigued. Regardless of the result of the saving throw, the creature is temporarily immune to the necrovite's fatiguing presence for 24 hours.

**Clear Mind** ↷ **Trigger** The necrovite is targeted by a spell with the emotion trait; **Effect** The necrovite attempts to counteract the triggering spell. If the spell is disrupted, the necrovite gains temporary Hit Points equal to twice the rank of the counteracted spell that last for 1 minute.

**Entropic Touch** Void damage dealt by a necrovite damages undead and creatures with void healing as if it were vitality damage. A necrovite's melee Strikes have the benefits of the *ghost killer* upgrade on attacks against incorporeal undead.

**Scramble Psyche** ❖❖ (concentrate, emotion, mental) The necrovite touches an adjacent creature and scrambles its thought patterns. The creature must succeed at a Will save or become confused for 1 minute. The necrovite is considered hidden to the confused target for as long as the confusion lasts.

## NECROVITE

Long ago, this elebrian performed the ritual to create an *electroencephalon* to avoid a slow, agonizing death in Eox's ruined atmosphere.

### NECROVITE CREATURE 13

RARE MEDIUM UNDEAD UNHOLY

**Perception** +23; darkvision, lifesense 60 feet (page 209)
**Languages** Common, Eoxian, Sarcesian; telepathy 30 feet (page 210)
**Skills** Acrobatics +18, Computers +27, Crafting +24, Deception +24, Diplomacy +24, Occultism +27
**Str** +0, **Dex** +2, **Con** +0, **Int** +8, **Wis** +2, **Cha** +5
**Items** *uplifting aeon stone*, *wrackstaff*

**AC** 33; **Fort** +23, **Ref** +20, **Will** +26
**HP** 235, void healing (page 210), rejuvenation; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10
**Fatiguing Presence** (aura, mental) 30 feet, DC 33
**Clear Mind** ↻ counteract rank 7, counteract modifier +30

**Speed** 25 feet
**Melee** ❖ *wrackstaff* +21 (magical, two-hand d8, void), **Damage** 2d4+8 void damage plus painful mark
**Ranged** ❖ void ray +21 (magical, range 120 feet, void), **Damage** 3d8+8 piercing plus 2d8 void
**Arcane Prepared Spells** DC 37, attack +29; **7th** *mask of terror*, *slice reality*; **6th** *dominate*, *summon undead*, *telekinetic strangulation*; **5th** *eldritch wrath*, *shadow blast*, *subconscious suggestion*; **4th** *dispel magic*, *eldritch wrath*, *weight of ages*; **3rd** *entropy strike*, *force barrage*, *vampiric feast*; **2nd** *darkness*, *invisibility*, *resist energy*; **1st** *enfeeble*, *force barrage*, *mind skewer*; **Cantrips (7th)** *analyze target*, *detect magic*, *message*, *shield*, *void warp*
**Entropic Touch**
**Painful Mark** (void) When the necrovite damages a living creature with its *wrackstaff*, the creature must succeed at a DC 33 Fortitude save or become drained 1. Further *wrackstaff* damage increases the drain value by 1 on a failed save, to a maximum of drained 4.
**Scramble Psyche** ❖❖ (concentrate, emotion, mental) DC 33

## ELECTROENCEPHALON

This magical matrix records the consciousness, thoughts, and soul of a necrovite and also grants a limited form of telepathy. Such augmented psychic awareness is key to the process of preserving a necrovite's memories when their body is destroyed, including memories of whatever caused their destruction.

### ELECTROENCEPHALON ITEM 13

RARE MAGICAL OCCULT TECH VOID

**Price** 16,000 credits
**Usage** held in 1 hand; **Bulk** –

When a necrovite is destroyed, their *electroencephalon* begins rebuilding their physical form over the next 1d10 days. Not even disintegrating a necrovite's corpse can fully destroy the creature. The necrovite's new body manifests next to the *electroencephalon*, fully healed but without any equipment from their old body.

A standard *electroencephalon* is a piece of complex magitech about the size of a comm unit that has been constructed via occult means. This device typically has Hardness 10 and 40 HP.

## WRACKSTAFF

Necrovites often craft and wield a horrific weapon known as a *wrackstaff*. A necrovite's *wrackstaff* is an uncommon simple weapon that deals 2d4 void damage, has 1 Bulk, and requires 1 hand to use. It has the magical, two-hand d8, and void traits, and is in the club weapon group. In the hands of any creature other than its maker, a *wrackstaff* is a non-magical club with no value.

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### THE LAST GASP

Some older space stations still use an extra wire tied to the tethers that secure spacewalks. Grimly called "the last gasp," the wire serves as a backup if communications are severed, and the station suspects a crewmate is dead. Modern armor, communication equipment, and spacewalk procedures make it unlikely that an astronaut will become a nihili while repairing the hull of a ship or station. But nihili are so feared that there have been cases of bodies sent floating into space rather than risk a nihili being brought aboard and propagating itself by decompressing an entire station.

## NIHILI

Dying from exposure in space is horrific, and many starship crews obsessively monitor their hull and armor integrity to avoid such a fate. It can also lead to the creation of the foul undead known as nihilis. A nihili arises after an individual in vacuum dies of asphyxiation while all gases exit their body and their lungs collapse from attempts to hold their breath. Legends say the first person to die in such a terrible manner had a vision of the goddess of undeath, Urgathoa, who bestowed upon them a single kiss, transforming them into the very first nihili. The same legends go on to claim that this nihili still floats aimlessly through space, waiting to cling to an unsuspecting starship.

The physical appearance of a given nihili varies. Most appear as zombie-like versions of their respective ancestries, but with gruesome stretch marks and pockets of bloat caused by escaping gases during their death. A nihili maintains their prior intellect, subverted entirely to inflicting the same suffering on the living that they endured. By focusing their gaze on a target, a nihili can impart to that creature the memories of their own demise, potentially suffocating them.

### NIHILI CREATURE 5

MEDIUM | COSMIC | UNDEAD | VOID

**Perception** +10; darkvision
**Languages** Common, Necril
**Skills** Athletics +13 (+17 to climb), Stealth +10
**Str** +4, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +0
**Items** tactical laser rifle (1 tactical battery)

**AC** 19; **Fort** +9, **Ref** +10, **Will** +8
**HP** 82, void healing; **Immunities** death effects, disease, paralyzed, poison, unconscious
**Decompressing Glance** ↻ (occult, visual) **Trigger** A creature within 30 feet that the nihili can see starts its turn; **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's fatigued for 1 minute as it struggles to catch its breath.

**Speed** 25 feet
**Melee** ❖ fist +15 (magical), **Damage** 2d8+7 bludgeoning
**Ranged** ❖ laser rifle +15 (expend 2, mag 20, range increment 80 feet, reload 1, tech, tracking +1), **Damage** 1d8 fire plus 2d6 void
**Decompressing Gaze** ❖❖ (concentrate, incapacitation, occult, visual, void) The nihili stares at a creature they can see within 30 feet and imparts vivid visions of their prior death by decompression. A creature affected by this gaze must attempt a DC 20 Will save. If it fails and hasn't already been fatigued by Decompressing Glance or this ability, it becomes fatigued. If the creature is already fatigued, a failed save causes the creature to begin suffocating until the end of the nihili's next turn. The creature remains conscious and can take actions on its turn, such as casting a spell or searching for a source of air. The creature can hold its breath as normal.

A creature can attempt a DC 20 Will save at the end of its turn to break free from the experience being projected into its mind; on a success, the effect of Decompressing Gaze ends. The nihili can Sustain Decompressing Gaze on their turn or end this effect as a free action. The targeted creature's access to air is restored when the nihili targets a new creature with their Decompressing Gaze or the creature successfully saves against the effects. This otherwise follows the rules for suffocation.

**Gravity Grab** ❖❖ The nihili generates a field of gravity that pulls all creatures and unsecured objects toward it. Each creature within a 30-foot emanation must attempt a DC 20 Reflex save.
**Critical Success** The creature is unaffected.
**Success** The creature is pulled 5 feet toward the nihili.
**Failure** The creature is pulled 15 feet toward the nihili.
**Critical Failure** The creature is pulled 30 feet toward the nihili.

# NOQUASAR

When a solarian perishes while out of sync with the cycle of stars, their soul might become entangled with their solar mote. Extreme cosmic forces act on the soul as it attempts to reach the River of Souls, stretching it infinitely thin for all of eternity.

## NOQUASAR SPARK

A noquasar spark appears as a glimmer of intensely bright light with an agonized face.

### NOQUASAR SPARK — CREATURE 1

TINY | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

**Perception** +10; darkvision
**Languages** Common
**Skills** Acrobatics +9, Intimidation +4, Stealth +6
**Str** –5, **Dex** +3, **Con** +0, **Int** +1, **Wis** +3, **Cha** +1

**AC** 14; **Fort** +5, **Ref** +8, **Will** +7
**HP** 14, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 2 (except force, *ghost killer*, or spirit; double resistance vs. non-magical)

**Speed** fly 25 feet
**Melee** ❖ stellar lash +7 (finesse, magical), **Damage** 1d6 bludgeoning plus 1 fire
**Ranged** ❖ graviton flare +7 (magical, range increment 15 feet), **Damage** 1d6 bludgeoning plus gravity lurch
**Ranged** ❖ photon flare +7 (magical, range increment 30 feet), **Damage** 1d4+2 fire
**Gravity Lurch** A creature critically hit by a noquasar spark's graviton flare is knocked prone.
**Ionized Plasma Blast** ❖❖ (divine) The noquasar spark unleashes plasma in a 10-foot emanation or 30-foot line. Each creature in the area takes 2d4 fire damage (DC 16 basic Reflex save). A creature that critically fails its save also takes 1d4 persistent electricity damage and is knocked prone. The noquasar spark can't use Ionized Plasma Blast again for 1d4 rounds.

## ENRAGED NOQUASAR

A noquasar's rage increases as its torture extends over many years.

### ENRAGED NOQUASAR — CREATURE 5

TINY | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

**Perception** +15; darkvision
**Languages** Common
**Skills** Acrobatics +16, Intimidation +13, Stealth +15
**Str** –5, **Dex** +5, **Con** +0, **Int** +2, **Wis** +3, **Cha** +2

**AC** 20; **Fort** +9, **Ref** +15, **Will** +13
**HP** 54, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 4 (except force, *ghost killer*, or spirit; double resistance vs. non-magical)
**Reactive Strike** ↻ (page 209)

**Speed** fly 25 feet
**Melee** ❖ stellar scourge +14 (finesse, magical, sweep), **Damage** 2d8 bludgeoning plus 1d4 fire
**Ranged** ❖ graviton flare +14 (magical, range increment 15 feet), **Damage** 2d8 bludgeoning plus gravity crash
**Ranged** ❖ photon flare +14 (agile, magical, range increment 30 feet), **Damage** 2d6+2 fire
**Gravity Crash** A creature critically hit by an enraged noquasar's graviton flare is knocked prone. If the target is flying, it falls up to 30 feet.
**Ionized Plasma Blast** ❖❖ As noquasar spark, but 3d6 fire damage, DC 21, and 1d8 persistent electricity damage on a critical failure.

### GRANTING REST

A noquasar's anguish makes them hostile to most creatures. Solarians, particularly kasathas, look upon noquasars with horror, viewing the creatures' existence as the total upset of the natural cycles of the cosmos. Most will travel out of their way to hunt down even rumors of such creatures to free the tortured soul.

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### THE DIASPORA COLLECTIVE

In the Pact Worlds, many sterieids reside among asteroid clusters within the Diaspora, forming an interconnected community known as the Diaspora Collective. The Free Captains have learned to leave these sterieids be, as attempts to plunder their resources resulted in swift retaliation from the fey. The Collective thus potentially offers a safe haven for those on the run from pirates, although convincing the sterieids to grant it is no easy task.

STERIEID

## NYMPH

Nymphs are beautiful fey who appear as humanoids with elven features. They generally take female forms, but nymphs of all genders and presentations exist. While many nymphs live on planets and act as protectors of natural ponds, forests, caves, and cliffsides, other nymphs—often called space nymphs—are known for their association with celestial bodies. Like their planet-bound kin, space nymphs guard their bonded territories from exploitation or harm.

As admirers of the arts, nymphs are especially friendly toward creatives, and offering to depict a nymph in story, picture, or song is a sure way to win their favor—unless the nymph doesn't like the final result and lashes out at the artist for insulting them with a mediocre product. Vidcasting and livestreaming are popular pastimes among more sociable nymphs, whether to show off their remote environments or find audiences for performances. Some nymphs entice movie crews to film in their territories, with two provisos: first, that the production not damage the environment, and second, that the nymph receive a prominent role in the film.

Unless their territories are threatened, most space nymphs are friendly or indifferent to mortals, but they have long memories. Anyone visiting a space nymph's territory would be wise to research that nymph's grudges, past encounters with mortals, or any recent events in the area that might color the nymph's perspective of those traveling near their home.

A mortal who demonstrates the right attitude and abilities, such as by protecting a stellar body from destruction or creating an especially beautiful work of art, might draw a space nymph's attention. From time to time, space nymphs will offer their services as mentors to solarians or mystics, though they seldom seek pupils on their own. Space nymphs rarely enter into more than one such arrangement at a time and typically only make commitments that promise to last decades or centuries, so they're extremely selective in their choice of mentee.

### STERIEID

Sterieids reside on asteroids, relishing the beauty of their rocky, icy surfaces. Due to the ubiquity of asteroids, sterieids are the most common type of space nymph. Since many asteroids exist near one another in asteroid belts, sterieids are more likely to form communities among their own kind than other nymphs. Conversely, they tend to be wary of outsiders, despite visitors being less of a novelty. Those sterieids who desire company, however, build way stations on their asteroids for passing starships, offering food, amenities, and information about the local system.

Mining is a contentious issue for sterieids, who usually react with hostility to such operations. Most mining corporations will survey an asteroid to ensure it isn't protected by a sterieid before setting up shop, though less ethical companies have been known to pay mercenaries to "relocate" sterieid guardians of asteroids that contain valuable resources.

**STERIEID** **CREATURE 4**

MEDIUM COSMIC FEY NYMPH

**Perception** +11; darkvision

**Languages** Aklo, Common, Elven, Fey, Petran

**Skills** Crafting +12, Diplomacy +11, Nature +8, Performance +14, Survival +10

**Str** +2, **Dex** +4, **Con** +3, **Int** +2, **Wis** +1, **Cha** +6

**Sense Transponder** While on their bonded celestial body, a nymph can sense approaching starships within a day's travel from the celestial body. This doesn't give them any information about the ship, its occupants, or its exact position. The nymph can send a message to the ship as if using a personal comm unit.

**AC** 20; **Fort** +11, **Ref** +8, **Will** +6

**HP** 73

**Asteroid-Dependent** A sterieid is mystically bonded to a small asteroid, no more than 1 mile across. If they're away from their bonded asteroid for more than 24 hours, they become drained 1 and must succeed at a DC 21 Fortitude save each additional 24 hours or increase their drained value by 1. A sterieid can perform a 24-hour ritual to bond themself to a new asteroid.

**Icy Nimbus** (aura, cold, primal) 10 feet. A sterieid's body radiates an icy chill. Creatures entering or starting their turns in the aura take 2d6 cold damage (DC 21 basic Fortitude save); a creature that critically fails its save is also clumsy 1 until the start of its next turn as it grows sluggish from the cold.

**Debris Field** ↻ **Trigger** The sterieid takes physical damage; **Effect** Shards of rocky debris fly off the sterieid's body, dealing 2d12 bludgeoning damage to all adjacent creatures (DC 21 basic Reflex save) and giving the sterieid the concealed condition until the end of their next turn.

**Speed** 25 feet, fly 40 feet

**Melee** ❖ fist +14 (agile, finesse, magical), **Damage** 2d8+6 bludgeoning

**Ranged** ❖ icy debris +12 (cold, magical, range increment 40 feet), **Damage** 2d8+4 cold

**Primal Innate Spells** DC 21, attack +13; **5th** *speak with stones* (at will); **4th** *cairn form*; **3rd** *one with stone* (at will); **2nd** *resist energy*, *sure footing*; **1st** *glow up*, *pummeling rubble*; **Cantrips (2nd)** *scan environment*, *seek the stars*

## HELIAD

Denizens of stars throughout the galaxy, heliads tend to be sociable and friendly, but most have mercurial tempers befitting their fiery homes. Heliads reside among still-coalescing protostars or smaller dwarf stars. Though not mortal, they follow a "life cycle" mirroring that of their star, growing in power as their star burns hotter and matures, then gradually weakening as the star burns out.

Many heliads take a keen interest in their star's entire system, eagerly following news, gossip, and activities of its planets' residents, if any, or travelers passing through. They view the arrival of visitors with excitement and frequently broadcast messages offering hospitality to those who venture near their stars. To host such visitors, heliads often build lodgings within special protective bubbles for creatures who couldn't otherwise survive the environment.

### HELIAD CREATURE 6

MEDIUM COSMIC FEY NYMPH

**Perception** +15; darkvision

**Languages** Aklo, Common, Elven, Fey, Pyric

**Skills** Acrobatics +14, Deception +15, Diplomacy +15, Intimidation +13, Nature +13, Performance +17

**Str** +1, **Dex** +4, **Con** +2, **Int** +4, **Wis** +3, **Cha** +5

**Sense Transponder** As sterieid nymph.

**AC** 23; **Fort** +11, **Ref** +14, **Will** +8

**HP** 92; **Immunities** fire; **Weaknesses** cold 5

**Radiant Gaze** (aura, light, primal, visual) 30 feet. A heliad's eyes blaze like a sun. When a creature enters or starts its turn in the aura, it must attempt a DC 24 Fortitude save. The heliad can deactivate or activate this aura by using a single action, which has the concentrate trait.

**Success** The creature is unaffected.

**Failure** The creature is dazzled until the start of its next turn.

**Critical Failure** The creature is blinded until the start of its next turn.

**Solar-Dependent** A heliad is mystically bonded to a single protostar or small dwarf star. If they're away from their bonded star for more than 24 hours, they become drained 1 and must succeed at a DC 24 Fortitude save each additional 24 hours

### FIERY FANS

Some heliads are avid admirers of particular musicians, vidstars, or artists and enjoy discussing their works with others... though those who make the mistake of expressing dislike of a heliad's favored celebrity to her face might find themselves embroiled in an all-too-literal flame war, as the offended heliad lashes out to defend her idol's honor.

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### DEADLY ENVIRONS

Venturing too close to a black hole means certain destruction for most objects, including starships. However, specialized magitech starship systems can counterbalance these forces, allowing for safe passage through the event horizon. As a last resort, a starship can escape being drawn into a black hole by entering the Drift, though doing so requires waiting a perilously long time for a Drift engine to activate.

or increase their drained value by 1. A heliad can perform a 24-hour ritual to bond themself to a new star.

**Supernova** ↻ (fire, light, visual) **Trigger** The heliad dies; **Effect** The heliad's body explodes into brilliant, luminous flame. Each creature in a 10-foot emanation takes 6d8 fire damage (DC 24 basic Reflex save). Creatures that critically fail are blinded for 1 minute.

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**Speed** 25 feet, fly 50 feet

**Melee** ❖ flame sword +15 (fire, magical), **Damage** 2d10+5 fire plus 1d6 persistent fire

**Ranged** ❖ solar bolt +15 (agile, fire, magical, range increment 60 feet), **Damage** 2d8+3 fire plus 1d6 persistent fire

**Primal Innate Spells** DC 24, attack +16; **6th** *wall of plasma*; **4th** *charm*, *fire shield*; **3rd** *fireball*; **2nd** *blazing bolt*; **1st** *glow up*, *overheat*; **Cantrips (4th)** *light*

## GWEREIAD

Gwereiads are aloof and enigmatic nymphs who keep to themselves, nestling deep inside the phenomena known as black holes. Whether their solitary nature is an active preference or simply a consequence of their homes is up for debate, as few creatures can brave the gravitational forces of a black hole long enough to make contact with gwereiads. They're rarely hostile unless provoked and occasionally even rescue starships at risk of being devoured by their homes.

Gwereiads adore art and music, though their tastes tend toward the strange and avant-garde. While most nymphs aren't overtly religious, gwereiads devote themselves to esoteric spirituality focused on space-time.

### GWEREIAD — CREATURE 10

LARGE | COSMIC | FEY | NYMPH

**Perception** +19; greater darkvision

**Languages** Aklo, Common, Elven, Fey, Shadowtongue

**Skills** Athletics +19, Intimidation +21, Nature +16, Performance +25

**Str** +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +7

**Sense Transponder** As sterieid nymph.

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**AC** 29; **Fort** +19, **Ref** +16, **Will** +14

**HP** 210; **Immunities** bludgeoning

**Black Hole-Dependent** A gwereiad is mystically bonded to a single black hole. If they're away from their bonded black hole for more than 24 hours, they become drained 1 and must succeed at a DC 29 Fortitude save each additional 24 hours or increase their drained value by 1. A gwereiad can perform a 24-hour ritual to bond themself to a new black hole.

**Singularity Field** (aura, primal) 30 feet. The area around a gwereiad inexorably draws things toward its center. Creatures entering or starting their turns inside the aura must succeed at a DC 29 Reflex save or be pulled 5 feet toward the gwereiad (10 feet on a critical failure).

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**Speed** 25 feet, fly 30 feet

**Melee** ❖ gravity fist +23 (agile, finesse, magical), **Damage** 2d10+7 bludgeoning plus 1d10 persistent acid

**Ranged** ❖ particle jet +21 (magical, range increment 50 feet), **Damage** 2d12+6 acid

**Primal Innate Spells** DC 26, attack +18; **8th** *gravity field*; **3rd** *electrotether*, *fear*; **1st** *glow up*; **Cantrips (5th)** *stumble;* **Constant (3rd)** *personal gravity*

**Gravitic Crush** ❖❖ (concentrate, primal) The gwereiad summons a gravitational collapse around a creature within 30 feet, dealing 6d6 bludgeoning damage. The affected creature must attempt a DC 29 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature's body crumples under the gravity, and it takes half damage.

**Failure** The creature takes full damage and is immobilized by the gravitational collapse. It takes 2d6 persistent bludgeoning damage until it Escapes (DC 29).

**Critical Failure** As failure, but the creature takes double damage and the persistent damage is 4d6.

## NYMPH QUEENS

Nymph queens are powerful nymphs who rule over immense celestial bodies. Every variety of nymph can become a queen, though sterieid queens are the most frequently encountered type in Near Space. Heliad queens are perhaps as rare as gwereiad queens but far more likely to make themselves known to mortals. Gwereiad queens are extraordinarily rare and reclusive, often appearing only in the most remote corners of the Vast, but they can theoretically exist anywhere black holes are found.

### Nymph Queen Abilities

A nymph queen is 6 to 10 levels higher than an ordinary nymph of the same type, with enhanced statistics to match. The territory of a nymph queen is vast, encompassing much larger celestial bodies than an ordinary nymph, as she empowers and balances her realm with her presence. Nymph queens aren't dependent on their territories and lose the corresponding ability (such as a sterieid being asteroid-dependent); instead, they gain astronomical ties, as described below. A nymph queen gains the Broadcast Allure, Celestial Step, Change Shape, and Fan Mail abilities. Finally, she gains spontaneous spells as a mystic of her level.

**Astronomical Ties** A nymph queen is intrinsically tied to a specific celestial body, such as a supergiant star for a heliad queen. As long as the queen is healthy, her territory thrives, and she can attempt to counteract spells and rituals that alter its physical properties using her spell attack roll with a counteract rank equal to the highest-rank spell she can cast. If a nymph queen is injured or unhealthy, however, her celestial body also weakens: asteroids wobble out of orbit, stars dim, and the gravity of black holes diminishes. Restoring the nymph queen returns her celestial body to its equilibrium.

**Broadcast Allure** ❖❖❖ (emotion, primal, visual) The nymph queen magically superimposes her image on all technological items capable of displaying it, such as datapads or comm units, within planetary range. Alternatively, she can send this image to any comm address or addresses that she knows. Each creature that can see the image must succeed at a Will save against the nymph queen's spell DC or have their attitude toward her improve by one step (two steps on a critical failure). Affected creatures' attitudes revert to their previous level if the nymph queen uses a hostile action against them or their allies.

**Celestial Step** ❖❖❖ (primal, teleportation) A nymph queen can traverse her celestial body near-instantaneously. A nymph queen can use Celestial Step to teleport to any area on or within her territory, vanishing into its surface and reemerging at her intended destination.

**Change Shape** ❖ (concentrate, polymorph, primal) Nymph queens can transform between their original form, which looks much like a typical nymph of their kind, and any Small or Medium humanoid form, typically choosing a version of their natural form with the appearance of the chosen species.

**Fan Mail** ❖❖❖ (emotion, mental, primal) A nymph queen can inspire a single intelligent creature by sending them a motivational video or text message. As long as the creature keeps the message saved and remains in good standing with the nymph queen, they gain a +1 status bonus to all Crafting, Performance, and Lore checks related to art or performance. As a 1-action Interact action, the creature can play or view the message to bolster their spirits. Doing so allows the creature to attempt a counteract check against a single emotion effect affecting them, using the nymph queen's spell attack modifier. When the nymph queen's message is used in this way, it becomes a mundane video or text afterward.

### TOKENS OF REGARD

Sterieid queens sometimes gift favored guests, especially artists who catch their fancy, with enchanted chunks of rock from their bonded asteroid. In addition to serving as a mark of the queen's favor, these rocks function as *aeon stones* of various types while orbiting the wearer's head.

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### THE SOLAR SONGSTRESS

The Pact World's sun, Mataras, recently gained a heliad queen of its own, formed amid a burst of solar energy when an ifrit general used a powerful artifact in an attempt to bring an invading force from the Plane of Fire. The queen, who calls herself Radia, recently launched a pop music career and established a studio in the Dawnshore bubble of the Burning Archipelago. Radia's danceable tunes have earned her many fervent fans.

HELIAD QUEEN

## STERIEID QUEEN

The largest asteroids, some many miles across, are home to sterieid queens. As these asteroids more likely have a semblance of atmosphere, sterieid queens are accustomed to sharing their territory with other inhabitants and generally don't mind so long as they and the environment are treated with respect.

### STERIEID QUEEN CREATURE 10

UNCOMMON MEDIUM COSMIC FEY NYMPH

**Perception** +18; darkvision, tremorsense 30 feet (page 210)
**Languages** Aklo, Common, Elven, Fey, Petran
**Skills** Crafting +22, Diplomacy +21, Nature +17, Performance +25, Survival +18
**Str** +2, **Dex** +6, **Con** +5, **Int** +4, **Wis** +2, **Cha** +8
**Sense Transponder** As sterieid nymph.

**AC** 29; **Fort** +19, **Ref** +22, **Will** +14
**HP** 218
**Astronomical Ties**
**Icy Nimbus** (aura, cold, primal) 20 feet. As sterieid nymph, but 3d6 damage and DC 29.
**Debris Field** ↻ As sterieid nymph, but 3d12 damage and DC 29.

**Speed** 25 feet, fly 40 feet
**Melee** ❖ fist +23 (agile, finesse, magical), **Damage** 3d12+6 bludgeoning
**Ranged** ❖ debris +21 (cold, magical, range increment 80 feet), **Damage** 3d10+6 cold
**Primal Innate Spells** DC 29, attack +21; **5th** *speak with stones* (at will); **4th** *cairn form*; **3rd** *one with stone* (at will); **1st** *glow up*, *pummeling rubble*; **Cantrips (5th)** *scan environment*, *seek the stars*
**Primal Spontaneous Spells** DC 29, attack +21; **5th** *wall of stone*, *wave of warning*; **4th** *life seal*, *shape stone*; **3rd** *earthbind*, *electrotether*; **2nd** *caustic conversion*, *shatter*; **Cantrips (5th)** *detect magic*, *guidance*, *prestidigitation*, *stumble*
**Broadcast Allure** ❖❖❖ (emotion, primal, visual) DC 29
**Celestial Step** ❖❖❖ (primal, teleportation)
**Change Shape** ❖ (concentrate, polymorph, primal)
**Fan Mail** ❖❖❖ (emotion, mental, primal)

## HELIAD QUEEN

Heliad queens live on the largest dwarf stars, mature stars, and supergiants. They take great pride in the luminosity of their stars, often bedecking themselves in clothing specially designed to refract light to show off their home's brilliance.

### HELIAD QUEEN CREATURE 14

UNCOMMON MEDIUM COSMIC FEY NYMPH

**Perception** +26; darkvision
**Languages** Aklo, Common, Elven, Fey, Pyric
**Skills** Acrobatics +27, Deception +28, Diplomacy +28, Intimidation +26, Nature +24, Performance +31
**Str** +2, **Dex** +6, **Con** +3, **Int** +5, **Wis** +4, **Cha** +9
**Sense Transponder** As sterieid nymph.

**AC** 35; **Fort** +22, **Ref** +28, **Will** +19
**HP** 250; **Immunities** fire; **Weaknesses** cold 10
**Astronomical Ties**
**Radiant Gaze** (aura, light, primal, visual) 60 feet. As heliad nymph, but DC 34.
**Supernova** (fire, light, visual) As heliad nymph, but 12d8 damage and DC 34.

**Speed** 25 feet, fly 50 feet

**Melee** ❖ flame sword +27 (fire, magical), **Damage** 3d12+6 fire plus 2d6 persistent fire
**Ranged** ❖ solar bolt +27 (agile, fire, magical, range increment 100 feet), **Damage** 3d10+6 fire plus 2d6 persistent fire
**Primal Innate Spells** DC 34, attack +26; **6th** *wall of plasma*; **4th** *charm*, *fire shield*; **3rd** *fireball*; **2nd** *blazing bolt*; **1st** *glow up*, *overheat*; **Cantrips (4th)** *light*
**Primal Spontaneous Spells** DC 34, attack +26**; 7th** *energy aegis, sunburst*; **6th** *breathe fire*, *field of life*; **5th** *elemental form*, *fireball*, *wall of fire*; **4th** *creation*, *wall of fire*; **3rd** *electrotether*, *enthrall*, *irradiate*; **2nd** *everlight*, *soul surge*; **Cantrips (7th)** *guidance*, *ignition*, *light, prestidigitation*
**Broadcast Allure** ❖❖❖ (emotion, primal, visual) DC 34
**Celestial Step** ❖❖❖ (primal, teleportation)
**Change Shape** ❖ (concentrate, polymorph, primal)
**Fan Mail** ❖❖❖ (emotion, mental, primal)

## GWEREIAD QUEEN

The rarest of nymphs, gwereiad queens form within supermassive black holes, either from a weaker gwereiad's ascension or created spontaneously amid the black hole's powerful energies. They tend to be even more detached than the typical gwereiad, speaking only in peculiar metaphors blending science and mysticism.

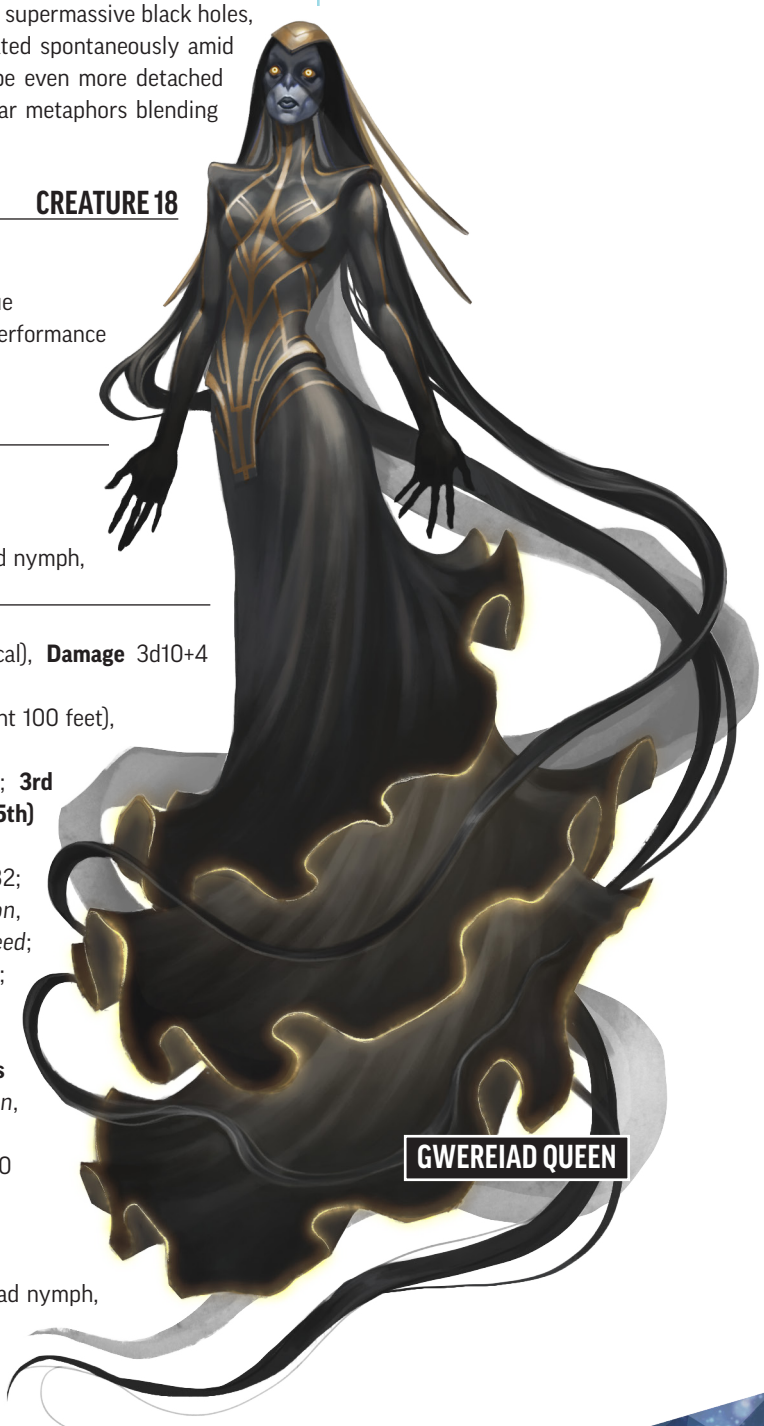
### GWEREIAD QUEEN CREATURE 18

RARE LARGE COSMIC FEY NYMPH

**Perception** +32; greater darkvision
**Languages** Aklo, Common, Elven, Fey, Shadowtongue
**Skills** Athletics +31, Intimidation +33, Nature +27, Performance +38
**Str** +4, **Dex** +6, **Con** +6, **Int** +2, **Wis** +3, **Cha** +9
**Sense Transponder** As sterieid nymph.

**AC** 42; **Fort** +30, **Ref** +31, **Will** +24
**HP** 418; **Immunities** bludgeoning
**Astronomical Ties**
**Singularity Field** (aura, primal) 60 feet. As gwereiad nymph, but DC 40.

**Speed** 25 feet, fly 30 feet
**Melee** ❖ gravity fist +35 (agile, finesse, magical), **Damage** 3d10+4 bludgeoning plus 3d10 acid
**Ranged** ❖ particle jet +33 (magical, range increment 100 feet), **Damage** 2d12 bludgeoning plus 2d12 acid
**Primal Innate Spells** DC 37; **8th** *gravity field*; **3rd** *electrotether*, *fear*; **1st** *glow up*; **Cantrips (5th)** *stumble*; **Constant (3rd)** *personal gravity*
**Primal Spontaneous Spells** DC 40, attack +32; **10th** *event horizon*; **9th** *call cosmos*, *implosion*, *telekinetic tantrum*; **8th** *charm*, *singularity seed*; **7th** *eclipse burst, execute*, *haste*, *void scour*; **6th** *mislead*, *pocket vacuum*, *promession*; **5th** *command*, *time's edge*, *wave of warning*; **4th** *cairn form*, *clairvoyance*, *darkness*; **Cantrips (10th)** *detect magic*, *guidance*, *prestidigitation*, *scan environment*, *seek the stars*
**Broadcast Allure** ❖❖❖ (emotion, primal, visual) DC 40
**Celestial Step** ❖❖❖ (primal, teleportation)
**Change Shape** ❖ (concentrate, polymorph, primal)
**Fan Mail** ❖❖❖ (emotion, mental, primal)
**Gravitic Crush** ❖❖ (concentrate, primal) As gwereiad nymph, but 5d12 bludgeoning damage and DC 40.


GWEREIAD QUEEN

### BEYOND THE HORIZON

Some scholars speculate that the time dilation around black holes allows gwereiad queens to travel through time, either by warping from point to point in the timestream or being present at all moments simultaneously throughout their black hole's existence. Although it's true gwereiads can safely pass through their homes' event horizons, how this affects them is unclear.

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### MONSTERS OF MYTH

Nyssholoras are frequently showcased in the myths and legends of the formians and lashuntas of Castrovel. Among formians, historical accounts of He Who Shatters Colonies and the Earthrender are recited somberly, while among lashuntas, the entertainment industry sensationalizes nyssholoras, with vidcasts and vidgames celebrating the defeat of Loakal Scourge of Asana, the rampage of Casanai, and, of course, countless interpretations of the legendary Ulgaaza the Ageless—each more outlandish than the last.

## NYSSHOLORA

Incredibly ferocious, nyssholoras are dinosaur-like creatures that number among the most dangerous and feared apex predators on the planet of Castrovel. These walking weapons brandish lethal biology: a massive maw lined with twin rows of razor-sharp teeth, scythe-shaped phasic blade forearms that vibrate at ultrasonic speeds, and a scourge-like tail capable of absorbing electricity from the surrounding atmosphere. Yet, nyssholoras are also cunning and perceptive—a frill of tentacles that crowns their head detect telepathic signals, making it impossible for the local formians and lashuntas to escape their notice. Their phasic blades can cut through walls and vehicles as easily as underbrush, ensuring prey have nowhere safe to hide.

### JUVENILE NYSSHOLORA

Despite their age, juvenile nyssholoras remain dangerous and formidable predators.

**JUVENILE NYSSHOLORA** **CREATURE 4**

LARGE BEAST

**Perception** +8; low light vision, telepathy sense (imprecise) 30 feet
**Skills** Acrobatics +8, Athletics +14, Survival +9
**Str** +5, **Dex** +1, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0
**Telepathy Sense** (primal) A nyssholora senses all creatures that have telepathy, limited telepathy, or a similar ability, such as a mystic's bond, as an imprecise sense at the listed range. This sense works through walls and other obstacles.

**AC** 20; **Fort** +15, **Ref** +7, **Will** +10
**HP** 65; **Resistances** electricity 4, sonic 4

**Speed** 30 feet
**Melee** ❖ jaws +14 (deadly d8, reach 10 feet), **Damage** 2d8+7 piercing plus Grab
**Melee** ❖ phasic blade +14 (razing, reach 10 feet), **Damage** 2d6+7 sonic plus phasic strike
**Melee** ❖ tail scourge +14 (reach 15 feet, sweep), **Damage** 1d6+7 bludgeoning plus 1d6 electricity
**Ranged** ❖ tail discharge +10 (range increment 60 feet), **Damage** 2d6+2 electricity
**Discordant Bellow** ❖❖ (primal, sonic) The nyssholora unleashes a blast of discordant sound that deal 5d6 sonic damage in a 30-foot cone (DC 21 basic Reflex save). Objects and constructs in the area are treated as if they had half as much Hardness as usual. Creatures that critically fail their saving throw are also slowed 1 for 1 round. The nyssholora can't use Discordant Bellow again for 1d4 rounds.
**Crunch** ❖ (attack) **Frequency** once per round; **Requirements** A creature is grabbed in the nyssholora's jaws; **Effect** The nyssholora chomps down on the creature, dealing 1d8+7 piercing damage.
**Phasic Strike** A nyssholora's phasic blade Strike treats any object or construct it hits as if the target had half as much Hardness as usual.

JUVENILE NYSSHOLORA

### NYSSHOLORA

Adult nyssholoras band together in pairs only when mating and raising a newly hatched brood, during which time they consider the borders between their territory communal—they're otherwise extremely territorial.

**NYSSHOLORA** **CREATURE 11**

HUGE BEAST

**Perception** +21; low light vision, telepathy sense (imprecise) 60 feet
**Skills** Acrobatics +16, Athletics +24, Survival +19
**Str** +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +4, **Cha** +0
**Telepathy Sense** (primal) As juvenile nyssholora.

**AC** 30; **Fort** +24, **Ref** +18, **Will** +21

**HP** 200; **Resistances** electricity 7, sonic 7

**Speed** 35 feet

**Melee** ❖ jaws +24 (deadly d12, reach 15 feet), **Damage** 2d12+13 piercing plus Grab

**Melee** ❖ phasic blade +24 (razing, reach 15 feet), **Damage** 2d10+13 sonic plus phasic strike

**Melee** ❖ tail scourge +24 (reach 20 feet, sweep), **Damage** 1d10+13 bludgeoning plus 1d10 electricity

**Ranged** ❖ tail discharge +19 (range increment 60 feet), **Damage** 4d6+6 electricity

**Discordant Bellow** ❖❖ (primal, sonic) As juvenile nyssholora, but 12d6 sonic damage in a 40-foot cone (DC 30 basic Reflex save).

**Crunch** ❖ (attack) As juvenile nyssholora, but 1d12+13 piercing damage.

**Phasic Strike** As juvenile nyssholora.

**Swallow Whole** ❖ (attack) Small, 4d6+7 bludgeoning, Rupture 27 (page 210)

## ULGAAZAN NYSSHOLORA

The largest nyssholora ever recorded was Ulgaaza the Ageless, a mythical creature so old and so massive it was said to dwarf mountains. Today, any nyssholora that reaches epic proportions is called "Ulgaazan," though even these mighty beasts pale in comparison to their namesake.

### ULGAAZAN NYSSHOLORA — CREATURE 17

GARGANTUAN | BEAST

**Perception** +21; low light vision, telepathy sense (precise) 90 feet

**Skills** Acrobatics +28, Athletics +36, Survival +30

**Str** +10, **Dex** +5, **Con** +8, **Int** –4, **Wis** +6, **Cha** +2

**Telepathy Sense** (primal) As juvenile nyssholora, but a precise sense.

**AC** 39; **Fort** +32, **Ref** +26, **Will** +29

**HP** 330; **Resistances** electricity 10, sonic 10

**Sonic Snarl** ↻ (sonic) **Trigger** A creature fails or critically fails a melee Strike against the nyssholora; **Effect** The nyssholora snarls at the triggering creature, dealing 3d6+6 sonic damage.

**Speed** 40 feet

**Melee** ❖ jaws +33 (deadly 2d12, reach 20 feet), **Damage** 3d12+16 piercing plus Grab

**Melee** ❖ phasic blade +33 (razing, reach 20 feet), **Damage** 3d10+16 sonic plus phasic strike

**Melee** ❖ tail scourge +33 (reach 25 feet, sweep), **Damage** 2d10+16 bludgeoning plus 1d10 electricity

**Ranged** ❖ tail discharge +28 (range increment 120 feet), **Damage** 6d6+6 electricity

**Discordant Bellow** ❖❖ (primal, sonic) As juvenile nyssholora, but 18d6 sonic damage in a 60-foot cone (DC 38 basic Reflex save).

**Crunch** ❖ (attack) As juvenile nyssholora, but 2d12+16 piercing damage.

**Phasic Flurry** ❖❖❖ The nyssholora Strides up to its Speed then makes a phasic blade Strike against each creature within reach. Each attack counts toward the nyssholora's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

**Phasic Strike** As juvenile nyssholora.

**Swallow Whole** ❖ (attack) Medium, 4d8+8 bludgeoning, Rupture 35 (page 210)

### LIFE STAGES

Nyssholoras nest and lay broods of two to six eggs that both parents protect during gestation. Hatchlings learn to hunt from their parents for the first month, then depart, grouping together with other juvenile nyssholoras for the first year of life. By the time these nyssholoras reach full size, the brood disbands, with their once-shared territory going to the fiercest of the brood, while the others roam independently until they find a territory of their own to dominate.

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### MAKE A WISH

When three or more obrhinnshees gather (known as a shower of obrhinnshees), they can perform a ritual and grant a mortal creature a single wish. This wish is usually limited to raising the dead or curing the critically ill. While many obrhinnshees perform this ritual willingly out of a desire to help others, malevolent obrhinnshees sometimes trick mortals into betraying a trust or serving more powerful beings by placing a *geas* upon them during the process.

## OBRHINNSHEE

Obrhinnshees travel the Universe to expedite the return of fey souls to the First World after they die, preventing psychopomps from bringing them to the Boneyard. They believe the Eldest shouldn't allow the gods to take those they turned their backs on. In addition to this duty, the small fey seem drawn to people in need and feel compelled to render aid if they can. They're most commonly encountered in areas influenced by the First World but can be found traveling any region of space.

An obrhinnshee resembles a gnome with a shock of green, purple, or deep blue hair and glowing marks on their bodies that resemble star charts. These marks glow brighter when an obrhinnshee uses magic or whenever their hammer contains a soul. Obrhinnshees are small but strong creatures who prefer to wreathe themselves in flame and charge into battle, using their spells only if necessary.

### OBRHINNSHEE CREATURE 2

SMALL COSMIC FEY

**Perception** +9; darkvision
**Languages** Common, Fey
**Skills** Astronomy Lore +8, Athletics +8, Diplomacy +7, Piloting +6, Nature +7
**Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3
**Items** commercial hammer

**AC** 17; **Fort** +9, **Ref** +8, **Will** +7
**HP** 33; **Immunities** fire; **Weaknesses** cold iron 3; **Resistances** cold 3

**Stardust** (light) When an obrhinnshee dies, they burst into a 10-foot aura of blinding stardust. All non-fey in the area must succeed at a DC 16 Fortitude save or be dazzled for 1 minute and blinded for 1 round (dazzled for 1 hour and blinded for 1 minute on a critical failure).

**Soul Warden** ↻ **Trigger** A willing fey or creature sworn to serve an Eldest dies within 100 feet of an obrhinnshee; **Effect** The creature's soul is drawn into the obrhinnshee's hammer to be carried home.

**Speed** 25 feet, fly 25 feet

**Melee** ❖ feyhammer +10 (magical, reach 10 feet, shove), **Damage** 1d10+4 bludgeoning

**Melee** ❖ fist +10 (agile, finesse), **Damage** 1d6+4 bludgeoning

**Ranged** ❖ shooting star +8 (magical, range increment 60 feet), **Damage** 1d8+4 fire

**Primal Spontaneous Spells** DC 17, attack +9 **1st** (4 slots) *enhance weapon*, *glow up*, *wisp ally*; **Cantrips (1st)** *prestidigitation*, *reorient*, *stabilize*, *vitality lash*

**Deathly Nimbus** ❖ (fire) **Frequency** once per hour; **Requirements** A soul is contained in the obrhinnshee's hammer; **Effect** The obrhinnshee wreathes themself in flame. All of the obrhinnshee's Strikes deal an additional 1d6 fire damage for 1 minute.

**Feyhammer** In the hands of an obrhinnshee, all hammers gain a reach of 10 feet and are treated as magical weapons.

**Minor Wish** ❖ The obrhinnshee grants a willing creature within 100 feet a +2 circumstance bonus on its next attack roll, check, or saving throw before the end of its next turn. The target becomes immune to Minor Wish for 1 minute.

**Starlight Charge** ❖❖ (traversal) The obrhinnshee Strides twice and makes a melee Strike. On a critical hit using this action with a feyhammer, the target is automatically shoved 10 feet away from the obrhinnshee.

# OMA

Also known as space whales, omas project powerful magical electromagnetic fields that protect them from both vacuum and toxic atmospheres while allowing them to feed. Omas gain sustenance from the particulate rings and dense atmospheres of gas giants, although exactly which substances are nutritious to an oma is still unknown. Studying a feeding oma isn't without danger. Omas sometimes accidentally swallow drones and small starships, such as fighters and interceptors, and they've been known to do so deliberately when provoked.

Most omas have been observed traveling alone. On occasion, omas form pods of three to five individuals and migrate across systems, on currents and schedules only they know. In very rare cases, omas gather among the rings of a planet in massive numbers. Their energy fields intermingle and react with local gases to light up large areas of space in a multicolored show.

Their most enigmatic yet well known feature is their starsong. Traveling through space for billions of miles, the starsong is a haunting telepathic melody. Most people perceive starsong as crooning, slow and mournful. No one can agree on the details, suggesting that each listener hears something different. Attempts to translate starsong have failed thus far, stumping even the most brilliant magic and linguistics experts. Since the Drift Crisis, for unknown reasons pods of omas have begun bombarding Drift beacons with a seemingly new starsong frequency, in some cases causing catastrophic malfunctions.

## OMAS AS STARSHIPS

A willing oma can serve as a living starship, with passengers riding along in the oma's surprisingly habitable stomachs. Barathus have been traveling with omas in this way for a long time. Some shipbuilders have found ways to bioengineer oma corpses into starship frames. To the detriment of all omas, not every builder waits for an oma to reach the end of its life before starting the process.

## OMA — CREATURE 16

GARGANTUAN | BEAST | COSMIC

**Perception** +28; darkvision, low-light vision

**Languages** starsong

**Skills** Acrobatics +35, Piloting +32

**Str** +5, **Dex** +3, **Con** +6, **Int** +0, **Wis** +9, **Cha** +4

**Starsong** While not a language, starsong allows omas to communicate telepathically with one another across space; omas can communicate with other omas in the same star system. Any other creature with telepathy can receive but not necessarily understand starsong at a range of 10,000 miles.

**AC** 38; **Fort** +28, **Ref** +22, **Will** +33

**HP** 350; **Immunities** cold, electricity

**No Breath** (page 209)

**Speed** fly 60 feet

**Melee** ❖ tail +30 (agile, magical, reach 30 feet), **Damage** 3d10+15 bludgeoning

**Melee** ❖ jaws +30 (magical, reach 20 feet), **Damage** 3d8+15 piercing plus Grab (page 209)

**Ranged** ❖ electrical discharge +28 (electricity, magical, range increment 120 feet), **Damage** 3d12+10 electricity plus overloading shock

**Primal Innate Spells** DC 35, attack +27; **8th** *chain lightning*, *discharge*, *overload systems*

**Cavatina** ❖❖ (auditory, concentrate, mental, primal) **Frequency** once per hour; **Effect** The oma sings a telepathic song that encourages its friends and dispirits its foes within 120 feet. Each ally who can hear the song gains a +1 status bonus to attack rolls, saving throws, and skill checks for 1 minute. Each enemy must attempt a DC 35 Will save or be sickened 2 (sickened 3 on a critical failure), as the song affects their inner ear.

**Overloading Shock** When an oma scores a critical hit with its electric discharge Strike, the target must succeed at a DC 35 basic Reflex save or all tech items held by the target become glitching 2.

**Swallow Whole** ❖ Huge, 3d8+10 bludgeoning, Rupture 37 (page 210)

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### PROOG CHAINS

In the wild, proogs are mysteriously attracted to each other, finding themselves despite their disguises. When a proog finds its brethren mimicking objects, it often takes up position next to it, duplicating the disguise. This behavior can lead to conspicuously long lines of proogs, each mimicking the last, creating a comical chain effect but ruining their hiding place.

PROOG

## OOZE

Oozes of many types lurk in dark and abandoned places across the galaxy, emerging only to satiate their appetites and threaten adventurers, explorers, and hapless workers alike.

### PROOG

Proogs, unique among oozes, are cherished pets in many Pact Worlds households. These gentle, affable creatures are considered harmless in all but the worst of circumstances. Proogs quickly adapt to domestic life, are easily trained, and seem to delight in pleasing their owners with favored or humorous transformations. Late in their life cycle, these creatures reproduce by splitting in half without warning. Owners have noted that each resultant proog must relearn any tricks the original knew, leading researchers to conclude that the original proog is lost in the reproductive process.

**PROOG** **CREATURE 0**

TINY | MINDLESS | OOZE

**Perception** +6; lifesense (precise) 60 feet (page 209), no vision
**Languages** Common (can't speak any language)
**Skills** Deception +9, Stealth +6
**Str** +1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +0, **Cha** +2

**AC** 10; **Fort** +9, **Ref** +4, **Will** +2
**HP** 24; **Immunities** bleed, critical hits, mental, precision, unconscious, visual

**Speed** 15 feet
**Melee** ❖ pseudopod +6, **Damage** 1d4+1 bludgeoning
**Mimic Object** A proog can spend 1 minute altering its appearance to imitate any solid object of 1 Bulk or less, though it can't duplicate moving parts or specialized functions. A mimicking proog gains a +2 Circumstance bonus to Deception checks to conceal its true nature. Touching the proog negates this bonus.
**Pocket Protection** ❖❖ A proog can climb onto a Medium or larger creature occupying its space and attempt a Stealth check to Hide, even if observed.

### ASSEMBLY OOZE

The assembly ooze is believed to have been created by accident when a manufacturing company attempted to automate an object printer as a cost cutting measure. The original creature has long since left containment in the Pact Worlds, replicating itself across the cosmos. While often considered a nuisance akin to pests of yore, an assembly ooze left unchecked on a starship or space station can eventually turn into an existential threat.

An assembly ooze typically takes the form of an amorphous metallic cube. It has an outer shell composed of a liquid polycarbonate slurry that encases a core of replicating nanobots. The ooze's color can change based on the materials it breaks down, but it's most often a metallic amalgamation of brown or gray. To survive, the ooze attempts to constantly disassemble technological items in following its programmed subroutines then manufacture something new. The nanites within an assembly ooze do have a drive for reproduction, splitting in a process similar to cellular mitosis when the ooze absorbs enough material in a short period of time. Assembly oozes generally don't assault those not carrying the technological items they require as fuel but do lash out to protect themselves.

**ASSEMBLY OOZE** **CREATURE 1**

MEDIUM | MINDLESS | OOZE | TECH

**Perception** +7; techsense (precise) 60 feet, tremorsense (imprecise) 10 feet (page 210), no vision

**Skills** Athletics +8, Stealth +6
**Str** +4, **Dex** +0, **Con** +2, **Int** –5, **Wis** +0, **Cha** +0
**Techsense** An assembly ooze can detect creatures and objects with the tech trait as a precise sense within the listed range.

**AC** 11; **Fort** +12, **Ref** +1, **Will** +4
**HP** 54; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual; **Weaknesses** electricity 3

**Speed** 15 feet
**Melee** ❖ pseudopod +9, **Damage** 1d6 bludgeoning plus 1d4 acid plus Sticky Disarm
**Assemble** Over the course of 1 minute, the assembly ooze crafts a random piece of gear (rolling a 1d6: 1–armor, 2–shield, 3–weapon, 4–armor upgrade, 5–weapon upgrade, or 6–tech item) using the UPBs stored inside of it. An assembly ooze can craft items with a cost up to the UPBs stored, but with an item level and Bulk of no greater than 4 each.
**Disassemble** ❖❖ The assembly ooze engulfs an adjacent, unattended piece of gear of no more than 4 Bulk, deconstructing it into its component parts. The ooze gains a number of UPBs equal to the item's price in credits. An assembly ooze can hold up to 1,000 UPBs at a time.
**Sticky Disarm** ❖ **Requirements** The assembly ooze's last action was a successful pseudopod Strike; **Effect** The ooze attempts to Disarm the creature it hit. It gains a +4 status bonus to the Athletics check. This attempt neither applies nor counts toward the ooze's multiple attack penalty.

## FERROFLUID OOZE

Since the earliest days of space travel, engineers have used ferromagnetic fluids to help with the construction, operation and maintenance of starships. It was only a matter of time before overeager spellcasters tinkered with this substance and inadvertently imbued a modicum of life into it, creating yet another strain of ooze to plague the cosmos. These strange oozes exert magnetic powers and have an instinctive desire to seek out sources of electromagnetism. Ferrofluid oozes are considered galactic nuisances, and many shipyards across the Pact Worlds have begun retaining the services of expert "ooze control" agents to ensure these fluids don't impede their day-to-day operations.

A common ferrofluid ooze appears as a spiked pool of dark metal liquid that shifts in erratic ways but always reacts to nearby magnetic sources. They're mostly found hiding in the darkest corners of starships and space stations.

### FERROFLUID OOZE CREATURE 2

MEDIUM | COSMIC | METAL | MINDLESS | OOZE

**Perception** +8; magnetic sense (precise) 100 feet, no vision
**Skills** Athletics +9, Stealth +7 (+9 in areas with no magnetic objects)
**Str** +4, **Dex** +2, **Con** +1, **Int** –5, **Wis** +0, **Cha** +0
**Magnetic Sense** A ferrofluid ooze can feel magnetic fields, allowing it to detect large sources of magnetic metal (Bulk 1 or greater) and items with the tech trait within the listed range.

**AC** 13; **Fort** +11, **Ref** +2, **Will** +4
**HP** 60; **Immunities** bleed, critical hits, mental, precision, unconscious, visual; **Weaknesses** demagnetization; **Resistances** electricity 3, physical 3 (except adamantine)
**Demagnetization** A ferrofluid ooze that takes fire damage has its magnetic field deactivated until the end of the ooze's next turn. It releases itself from any creature it was attached to, drops any held items, and can't use Magnetic Leap or Attach until its magnetic field returns.

ASSEMBLY OOZE

### DOMESTICATION?

While many entrepreneurs have tried to domesticate assembly oozes in order to mass produce items, these captive oozes will typically stop assembling items within a few days and break themselves down instead. Wild rumors of assembly oozes working in concert to break down massive junkyards and manufacture whole starships are likely tall tales told by engineers in after-work drinking sessions, but these stories never quite seem to go away. Surely such a thing isn't possible... is it?

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### NETHERWORLD NIGHTMARE

Void oozes are a nuisance to the citizens of the Netherworld, where they're much more common and can even appear in large colonies capable of siphoning the life out of whole starships. The denizens of Shadow Absalom Station, especially worshippers of Zon-Shelyn, resent the idea that void oozes originated from their plane of existence and fervently argue that they came from the Void.

**Magnetic Field** (aura, metal, primal) 30 feet. A ferrofluid ooze is surrounded by a constant field that interferes with nearby equipment. Items with the tech trait inside the aura take a –1 circumstance penalty to all checks using them. Unattended metal objects in the aura of 1 Bulk or less are pulled adjacent to the ooze.

**Speed** 20 feet, climb 20 feet (metal surfaces only)

**Melee** ❖ pseudopod +10 (versatile P), **Damage** 1d8+4 bludgeoning plus attach

**Attach** A ferrofluid ooze can attach itself to any creature its size or larger that has the tech trait or is wearing or wielding items with the tech trait. This is similar to Grab, but the ooze moves with that creature rather than holding it in place. As long as the ooze is attached, it's off-guard, and the creature it's attached to must succeed at a DC 11 flat check to Interact with items with the tech trait. On a failure, the item becomes attached to the ooze (treat as if being held by the ooze).

**Magnetic Leap** ❖ The ferrofluid ooze instantly Attaches to a creature within its magnetic field that meets the requirements of that ability. A ferrofluid ooze can't use this ability again for 1d4 rounds.

## PROOG SWARM

While individually cute and relatively harmless, when proogs gather in greater numbers, they become quite dangerous.

### PROOG SWARM — CREATURE 5

LARGE | MINDLESS | OOZE | SWARM

**Perception** +12; lifesense (precise) 60 feet (page 209), no vision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +12, Disguise +16, Stealth +12

**Str** +2, **Dex** +5, **Con** +4, **Int** –5, **Wis** +0, **Cha** +2

**AC** 17; **Fort** +15, **Ref** +8, **Will** +7

**HP** 110; **Immunities** bleed, critical hits, grabbed, mental, precision, prone, restrained, swarm mind, unconscious, visual; **Weaknesses** area damage 6, splash damage 6; **Resistances** bludgeoning 6, piercing 6

**Speed** 15 feet

**Bouncing Blobs** ❖ The proog swarm bounces and squishes against all creatures in its space. Each creature must succeed at a DC 22 Reflex save or become clumsy 1 for as long as it remains in the swarm's space.

**Leave Behind** ❖❖ The proog swarm Strides twice, dropping 1d4 proogs in the original space it occupied before taking this action.

**Mimic Object** As proog.

**Schlorp** ❖ Each enemy in the proog swarm's space takes 3d8 bludgeoning damage (DC 22 basic Fortitude save).

## VOID OOZE

A scourge to spacefarers across the galaxy and beyond, void oozes slip into the Universe from the Netherworld. These creatures float through space in eternal hibernation until they land on a planetoid or spaceship, awoken by the subtle signs of life. Entire colonies can form overnight from a single ooze lucky enough to find a battlefield, consuming the deceased and wounded in no man's land before spreading to consume the camps of war-weary soldiers.

### VOID OOZE — CREATURE 7

MEDIUM | COSMIC | OOZE

**Perception** +15; lifesense (precise) 60 feet (page 209), no vision

**Skills** Athletics +17

**Str** +4, **Dex** +2, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

**AC** 22; **Fort** +17, **Ref** +9, **Will** +11

**HP** 220; **Immunities** bleed, critical hits, mental, precision, unconscious, visual, void

**Vitality Siphon** (aura, void) 20 feet. A creature attempting to restore Hit Points with

a magical effect to one or more creatures inside the aura must succeed at a DC 25 Will save for each target or else the magic heals the void ooze instead. If a creature gains the dying condition while inside the aura, the ooze regains 10 Hit Points.

**Leechspawn** ↻ **Trigger** The void ooze would regain more Hit Points from its vitality siphon than its maximum Hit Points; **Effect** The ooze splits into two identical oozes with half of the original's Hit Points. The new ooze appears in an adjacent unoccupied space.

**Speed** 20 feet

**Melee** ❖ pseudopod +18, **Damage** 2d6 bludgeoning plus 2d6+4 void and numb senses

**Ranged** ❖ void blast +16 (range increment 30 feet), **Damage** 2d8+4 void

**Numb Senses** A living creature hit by a void ooze's pseudopod Strike must succeed at a DC 25 Fortitude save or become dazzled and deafened until the end of the creature's next turn (blinded and deafened on a critical failure). This numbs all of the creature's perceptive senses (such as smell, taste, and touch), applying the dazzled and blinded conditions' effects to other precise senses the creature might have.

**Shades Linger** ❖❖ (darkness, occult) The void ooze unleashes a pulse of magical darkness in a 30-foot emanation. Nonmagical light is automatically extinguished for 1 minute. The ooze also attempts to counteract any 3rd-rank or lower magical light effect in this area (counteract rank 3, counteract modifier +17).

## SCAVENGER SLIME

For longer than anyone can remember, scavenger slimes have been found all over the galaxy. They hitch rides on starships, drift among wrecks and meteors, and lay hidden in junkyards. Their only goal: to repair everything they can get their protoplasm on. Scavenger slimes are believed to be an accidental marriage of technology and magic, built by an extremely advanced civilization as an all-purpose repair gel, only to develop rudimentary sentience and outlive their creators.

These creatures have an instinctive drive to repair and rebuild nearly any technological item they encounter. Using their extremely malleable bodies, which excrete a highly specialized resin, scavenger slimes can repair even exceedingly complex pieces of technology. They intuitively understand how to shield themselves from harm and how to operate any weapon they manage to find, aggressively using such armaments to drive any and all creatures away from their never-ending repair work.

### SCAVENGER SLIME CREATURE 9

LARGE MINDLESS OOZE TECH

**Perception** +18; techsense (precise) 100 feet, tremorsense (imprecise) 10 feet (page 210), no vision

**Skills** Computers +18, Crafting +23, Stealth +20 (+22 in garbage or tech settings)

**Str** +4, **Dex** +4, **Con** +6, **Int** –5, **Wis** +0, **Cha** –2

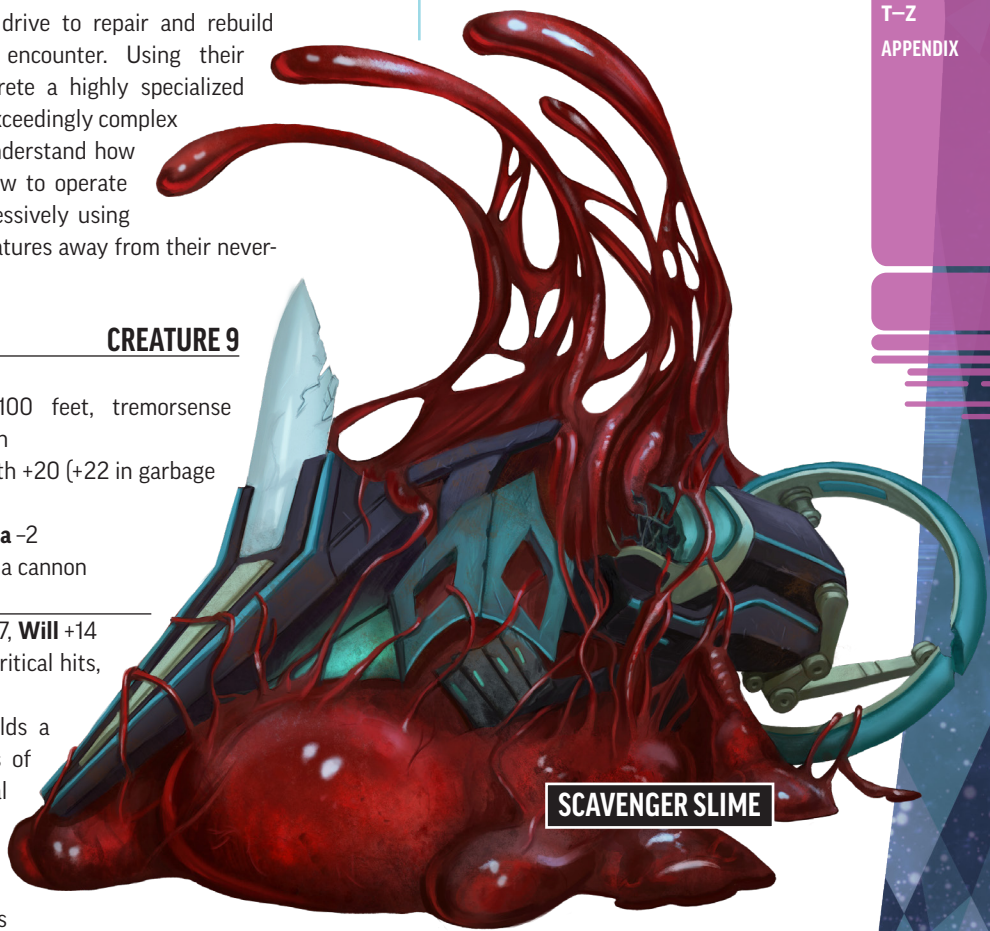
**Items** advanced arc rifle, advanced plasma cannon

**Techsense** As assembly ooze.

**AC** 26 (22 when broken); **Fort** +21, **Ref** +17, **Will** +14

**HP** 240; **Hardness** 9; **Immunities** bleed, critical hits, mental, precision, unconscious, visual

**Scavenger Shell** A scavenger slime builds a shell for itself from discarded pieces of technology and a secretion of natural resin. This grants the ooze Hardness. This Hardness reduces any damage it takes by an amount equal to its Hardness but temporarily removes


SCAVENGER SLIME

### USEFUL RESIN

Skilled (if foolhardy) engineers have found numerous uses for the sticky, adaptive resin that scavenger slimes produce within their protoplasmic bodies. With a bit of luck and a lot of skill, the remains of a slain scavenger slime can be harvested for use in industrial adhesives, explosives, and starship repair systems.

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### HARVESTING OOZES

While ferrofluid oozes are considered a nuisance at best and an extreme danger at worst, some actively seek out these creatures to harvest their magnetic substances. The fluids contained inside these oozes are more refined than anything created industrially and can be used in dampeners to reduce starship vibrations and impact damage in general. Using ferrofluid ooze substances in this way creates items with far greater capacity than normal but isn't without its dangers, since even a small leak risks turning into an ooze infestation.

its immunity to critical hits. Once the scavenger slime is reduced to half its Hit Points or immediately after being damaged by a critical hit, the scavenger shell breaks, removing its Hardness and reducing its Armor Class to 22.

**Speed** 25 feet

**Melee** ❖ pseudopod +19 (reach 10 feet), **Damage** 2d10+10 bludgeoning

**Ranged** ❖ arc rifle +21 (arc, expend 2, mag 10, range increment 50 feet, reload 1, tech, tracking +1), **Damage** 2d6+10 electricity

**Area Fire** ❖❖ plasma cannon (5-foot burst, range 40 feet, tech, tracking +1, unwieldy), **Damage** 2d12+10 fire (DC 27 basic Reflex save)

**Kitbash** Scavenger slimes can repair any item with the tech trait without tools.

**Salvaged Armaments** A scavenger slime can incorporate up to three weapons into its protoplasmic body, gaining proficiency with each. These weapons are treated as integrated weapons and are powered by the scavenger slime's own technomagical nature without needing to reload.

## FERROFLUID MAGNETO-CLUSTER

Magneto-clusters are usually created when several smaller ferrofluid oozes combine. There have, however, been documented cases of these creatures spontaneously appearing after large industrial accidents. Like their smaller "cousins," magneto-cluster oozes seek out sources of electromagnetism. They also search for and consume magnetic objects and metals capable of being magnetized. They completely disregard organic life and usually are only a danger when a life-form doesn't want to relinquish their magnetic material. Some clusters consume so much metal and objects they're mistaken for scavenger slimes. Any metal consumed by a magneto-cluster immediately becomes magnetic.

As living magnetic accelerators, ferrofluid magneto-cluster oozes are capable of launching the metal they collect at high speeds as a defense mechanism. They do so at such high velocities as to make even a simple metal shard accelerate fast enough to puncture high-tech ballistic armor.

### FERROFLUID MAGNETO-CLUSTER CREATURE 12

LARGE COSMIC METAL MINDLESS OOZE

**Perception** +16; magnetic sense (precise) 100 feet, no vision

**Skills** Athletics +25, Stealth +22 (+25 in areas with no magnetic objects)

**Str** +7, **Dex** +3, **Con** +7, **Int** –5, **Wis** +0, **Cha** +0

**Magnetic Sense** As ferrofluid ooze.

**AC** 28; **Fort** +27, **Ref** +16, **Will** +19

**HP** 400; **Immunities** bleed, critical hits, mental, precision, unconscious, visual; **Weaknesses** demagnetization; **Resistances** electricity 10, physical 10 (except adamantine)

**Demagnetization** As ferrofluid ooze.

**Magnetic Field** As ferrofluid ooze.

**Speed** 20 feet, climb 20 feet (magnetic surfaces only)

**Melee** ❖ pseudopod +26 (versatile P, reach 10 feet), **Damage** 3d10+10 bludgeoning plus Attach

**Ranged** ❖ spit metal +24 (versatile S), **Damage** 3d8+10 piercing

**Attach** As ferrofluid ooze.

**Magnetic Leap** ❖ As ferrofluid ooze.

**Metal Storm** ❖❖ (metal) The ferrofluid magneto-cluster contracts, then spews metal shards in a 30-foot cone, dealing 5d8 piercing damage (DC 30 basic Reflex save). Any creature that fails its save is also clumsy 1 for 1 round (clumsy 2 on a critical failure).

**Polarity Shift** ❖❖ The ferrofluid magneto-cluster shifts the polarity of its magnetic field, causing it to briefly repulse magnetic objects. Each creature in a 30-foot emanation must attempt a DC 30 Reflex save or else they're forced to drop any items with the tech trait they're wielding in an adjacent square. In addition,

each creature with the tech trait or wearing armor with the tech trait must succeed at a DC 30 Fortitude save or be knocked prone.

## PLASMA OOZE

Plasma oozes pose a significant menace to seasoned spacefarers within the Pact Worlds. These entities materialize as expansive networks of crackling electromagnetic energy, assuming a captivating spherical form pulsating with luminous hues of purple and blue, with searing white-hot bursts scattered throughout.

These oozes primarily lurk near the surface of stars but are also drawn to potent electromagnetic phenomena elsewhere in the Universe. The electromagnetic fields exuded by the ooze present dangers in space, potentially even incapacitating shielded starships. Armed scions connected to the Plane of Fire, known as the Sunkillers, claim to actively hunt these enigmatic beings, armed with specialized gear and sonic weaponry.

### PLASMA OOZE — CREATURE 16

GARGANTUAN | COSMIC | MINDLESS | OOZE

**Perception** +28; thoughtsense (precise) 60 feet, no vision

**Skills** Athletics +35, Piloting +30

**Str** +9, **Dex** +6, **Con** +9, **Int** –5, **Wis** +0, **Cha** +0

**Thoughtsense** The plasma ooze can sense all non-mindless creatures within the listed range.

**AC** 32; **Fort** +33, **Ref** +25, **Will** +22

**HP** 600; **Immunities** bleed, critical hits, electricity, fire, mental, precision, unconscious, visual; **Weaknesses** sonic 10; **Resistances** cold 10

**Electromagnetic Field** (aura) 100 feet. When an item with the tech trait is activated inside the aura, it must succeed at a DC 36 Reflex save or become glitching 1 (glitching 2 on a critical failure). A tech creature that starts its turn within the aura must attempt a DC 35 Will save. If it fails, it becomes glitching 1 (glitching 2 on a critical failure). An item or creature that succeeds at this save becomes immune to this aura for 1 hour.

**Speed** 25 feet, fly 50 feet

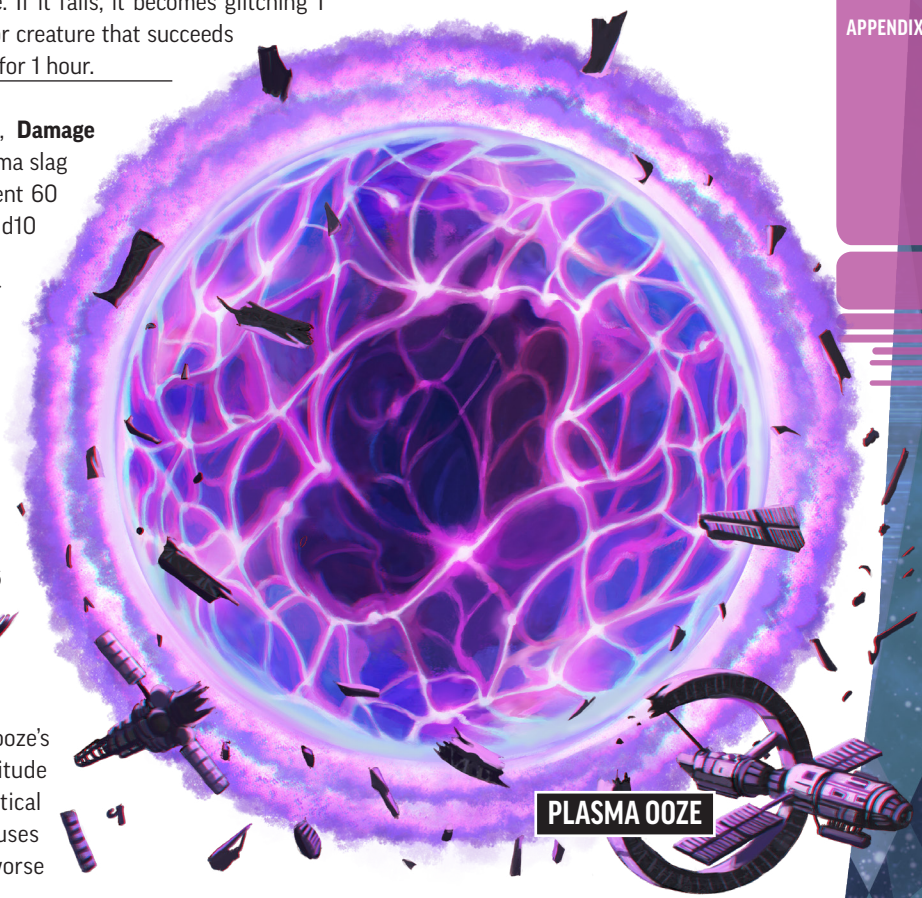
**Melee** ❖ pseudopod +32 (reach 20 feet), **Damage** 2d12+13 electricity plus 1d12 fire and plasma slag

**Ranged** ❖ plasma pulse +32 (range increment 60 feet), **Damage** 2d10+13 electricity plus 1d10 fire

**Magnetic Draw** ❖❖ **Effect** Large and smaller creatures and all unattended objects within 100 feet must succeed at a DC 36 Reflex save or be pulled 15 feet toward the plasma ooze (30 feet on a critical failure).

**Plasma Drain** ❖❖ **Frequency** once per day; **Effect** each creature and wielded object with the tech trait within 100 feet of the plasma ooze must attempt a DC 36 Fortitude save. For each target that fails this save, the ooze regains 15 Hit Points and the object loses half of its remaining charges (if battery-powered).

**Plasma Slag** A creature damaged by the ooze's pseudopod must succeed at a DC 36 Fortitude save or be slowed 1 (slowed 2 on a critical failure). A creature with the tech trait uses the outcome one degree of success worse than the result of its roll.




## SHIP GRAVEYARD PLANETOIDS

The derelict ships left in a plasma ooze's wake are imparted with strongly magnetized hulls. When many of these ships are rendered inoperable in one area, the hulls cluster, and they begin to drift through space as one. Some planetoids and moons are created entirely from these hulls—joined with rocky debris and stellar dust. Such interstellar bodies are a scavenger's dream, providing a nigh-endless amount of raw materials and unique tech.

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### ICHOR

For generations, orocorans fed on the ichor flowing beneath the surface of Aucturn—the hallucinogenic birthing fluids of the gestating Newborn godling. Without this highly addictive biological narcotic, orocorans are suffering from extreme withdrawal and have lost a major source of their power.

## OROCORAN

Native to the now-destroyed planet of Aucturn, orocorans are foul and desperate creatures, cast adrift in space as they yearn to consume once more the essence of the Newborn god or fragments of the womb it gestated within. They're irritable, violent, and utterly anguished.

While some orocorans have broken free of their addiction and regained their clarity of mind and sense of self, the orocorans presented here are those who still rely on Aucturn's eldritch fluids.

### OROCORAN

Most orocorans latch onto the shards of Aucturn that were cast through space or scattered throughout the Gelid Edge, consuming what fragments of the Newborn's womb they can and attacking anyone who happens upon them in a wild feeding frenzy. Orocorans act with especially intense and unrelenting violence toward anyone trying to harvest or relocate aucturnite.

**OROCORAN** **CREATURE 6**

MEDIUM | ABERRATION | OROCORAN

**Perception** +11; darkvision

**Languages** Aklo, Common (can't speak any language); telepathy 60 feet (page 210)

**Skills** Acrobatics +15, Occultism +9, Stealth +15, Survival +11

**Str** +2, **Dex** +5, **Con** +4, **Int** –1, **Wis** +1, **Cha** +2

**AC** 23; **Fort** +16, **Ref** +17, **Will** +11

**HP** 75; **Immunities** confused; **Resistances** mental 5

**Speed** 25 feet

**Melee** ❖ proboscis +17 (finesse, grapple, reach 10 feet), **Damage** 2d6+5 piercing plus 1d4 persistent bleed

**Ranged** ❖ projectile vomit +17 (range increment 30 feet), **Damage** 3d6 acid plus hallucinate

**Occult Innate Spells** DC 24; **2nd** *augury*; **Cantrips (3rd)** *daze*

**Hallucinate** (mental) An orocoran's stomach fluids are laced with hallucinogens due to their consumption of the ichor-like birthing fluids expelled by Aucturn during the hatching of the Newborn. A creature hit with the projectile vomit must succeed at a DC 24 Will save or be confused for 1 round (1d4 rounds on a critical failure).

**Lick Wounds** ❖ **Frequency** once per round; **Requirements** A creature within reach of the orocoran's proboscis is taking persistent bleed damage; **Effect** The orocoran flicks out their proboscis and sups on the flowing blood of their enemy. The orocoran regains Hit Points equal to the target's persistent bleed value.

**Spew Vomit** ❖❖ (acid) The orocoran spews vomit in a 15-foot cone, dealing 3d6 acid damage (DC 24 basic Will save). Creatures that fail their save are confused for 1 round (1d4 rounds on a critical failure). This confusion is a mental effect.

OROCORAN

### ICHOR LORD

Orocoran ichor lords are blessed by the Newborn—ichor flows through their veins, and they can conjure short-lived fonts of ichor. Most gather desperate orocorans around them, controlling their brethren through access to ichor.

**ICHOR LORD** **CREATURE 9**

MEDIUM | ABERRATION | OROCORAN

**Perception** +18; darkvision, *see the unseen*

**Languages** Aklo, Common (can't speak any languages); telepathy 100 feet (page 210)
**Skills** Acrobatics +18, Deception +21, Intimidation +21, Newborn Lore +17, Occultism +15, Religion +15, Stealth +18, Survival +17
**Str** +2, **Dex** +5, **Con** +4, **Int** +0, **Wis** +4, **Cha** +6
**Items** advanced aucturnite chakram

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**AC** 25; **Fort** +17, **Ref** +20, **Will** +17
**HP** 120; **Immunities** confused; **Resistances** mental 10
**Ichor Spray** ↻ (mental, occult) **Trigger** The ichor lord is dealt piercing or slashing damage; **Effect** Hallucinogenic ichor spurts from the ichor lord's wound, dealing 1d6 mental damage to non-orocoran creatures in a 10-foot emanation centered on the ichor lord (DC 28 basic Will save).

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**Speed** 25 feet
**Melee** ❖ proboscis +19 (finesse, grapple, reach 10 feet), **Damage** 2d6+8 piercing plus 1d6 persistent bleed
**Melee** ❖ aucturnite chakram +16 (agile, analog, tracking +1), **Damage** 2d8+8 slashing
**Ranged** ❖ aucturnite chakram +19 (agile, analog, thrown 10 feet, tracking +1), **Damage** 2d8+8 slashing
**Ranged** ❖ projectile vomit +19 (range increment 60 feet), **Damage** 5d6 acid plus hallucinate
**Occult Innate Spells** DC 28; **4th** *read omens*; **2nd** *augury*; **Cantrips (4th)** *daze*; **Constant (2nd)** *see the unseen*
**Occult Spontaneous Spells** DC 28, attack +20; **4th** (2 slots) *entropy strike*, *mind skewer*; **3rd** (3 slots) *personal gravity*, *share pain*, *void whispers*; **2nd** (3 slots) *augury*, *blur*, *detect thoughts*; **1st** (3 slots) *bane*, *enfeeble*, *fear*; **Cantrips (4th)** *detect magic*, *eldritch lance*, *telekinetic hand*, *void warp*
**Hallucinate** (mental) As orocoran, but DC 28.
**Ichor Wellspring** ❖❖❖ (mental, occult) **Requirements** The ichor lord is touching solid ground; **Frequency** once per hour; **Effect** With a psychic cry to the Newborn, the ichor lord tears open the earth, causing a geyser of hallucinogenic ichor to burst from the ground within 100 feet. This geyser occupies a 50-foot-tall cylinder with a 10-foot radius base. The base of this geyser must be on the ground or a similar solid surface, and the geyser must be oriented vertically. Each creature in the area takes 4d6 bludgeoning damage and 4d6 mental damage, with a DC 28 Reflex save. A creature pushed into the air by the geyser can't be pushed beyond the top of the geyser. After being pushed into the air, a creature falls unless it's flying, is in zero gravity, or has some other means of staying aloft in its current environment, taking falling damage as normal.

**Critical Success** The creature is unaffected.
**Success** The creature takes half damage and isn't pushed into the air.
**Failure** The creature takes full damage and is pushed 20 feet into the air.
**Critical Failure** The creature takes double damage and is pushed 40 feet into the air.

The geyser continues to flow for 1 minute, gently raining ichor in a 30-foot emanation centered on the geyser's base. An orocoran in the area of this rain can drink the ichor once per round as a single action with the manipulate trait; if they do, they become invigorated, gaining a +2 circumstance bonus to damage rolls and resistance 5 to physical damage until the beginning of their next turn.

**Lick Wounds** ❖ As orocoran.

## WHERE IN THE UNIVERSE?

Orocorans are a scattered people without a home. Most are found on the Gelid Edge, desperately clinging to the remaining fragments of Aucturn. Others live in secret on the nearby planet of Apostae or the moons of Bretheda and Liavara. They're drawn to sites of biological experimentation, great pollution, or occult significance.

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## CACHE

The mysterious First Ones installation known as *Cache* orbits the sun of Sota, birth star of the world of Lajok and its native vlaka population. When Starfinders first boarded *Cache*, they encountered many strange sights, eventually coming across an oscriss that barred their path. Though they escaped from the threat, the Starfinder Society barred exploration of that portion of *Cache* until further analysis. A subsequent release of the Starfinder Chronicles cataloged the likely connection between these mysterious sentinels and the enigmatic First Ones.

# OSCRISS

The menacing war machines known as the oscriss are found only in the ancient sites associated with the First Ones. Resembling two stacked pyramids with a white energy core of unknown composition, oscriss infuriate foes by routinely teleporting across the battlefield. Found wandering alone throughout Aballon's First One cities, the war machines were later identified in locations outside the Pact Worlds, lending credence to theories of the First Ones' expansion efforts throughout the cosmos.

The oscriss defy proper engagement, staying far away from their foes and unleashing coruscating beams of energy that slice off the limbs of those unlucky enough to engage with them. They meticulously render their foes apart at extreme range using pinpoint accuracy. If pressured into a close-range engagement, they can unleash a blast of chronal energy to slow their attackers and allow themselves the time to better reposition and continue their dismembering bombardment.

Like other constructs of the First Ones, these guardians refuse to communicate and defy almost all attempts to override or hack their programming. Some of the galaxy's finest minds have managed to temporarily overcome the intricate programming within the oscriss, though such intrusions are quickly detected and repelled, indicating that an evolving intelligence dwells within each of the strange machines.

When engaged at multiple vectors, it becomes easy to overwhelm an oscriss's detection grid and reactions. Anacite scholars propose that the constructs were fashioned to battle foes who engaged strictly in two-dimensional warfare, and while the oscriss themselves are exceptionally capable of acting in three dimensions, they battle as though their foes could engage them only in two.

It's speculated that the unique tactics and weapons employed by the oscriss are intended to deal with one specific threat: the planashars of the Planashar Dominion. The planashars hail from a different reality known as the Infinite Loop that has only two dimensions. They've recently slowly begun invading the galaxy, taking on the title of Those Who Converge and attacking Aballonian First Ones cities and the solar settlement of Noma. That the oscriss are intended to battle them only provides more evidence of some connection between the planashars and the First Ones.

Because the oscriss are accustomed to fighting beings that exist only in two-dimensional space, they're vulnerable to tactics involving three dimensions—attacking from multiple angles, for example. While an oscriss doesn't entirely understand such tactics, they can sense when they're being outmaneuvered with three-dimensional thinking and use their potent teleportation abilities to move into a less vulnerable position at every opportunity.

## OSCRISS CREATURE 20

RARE | LARGE | CONSTRUCT | TECH

**Perception** +34; *truesight*

**Languages** First One (can't speak any languages); telepathy 300 feet (page 210)

**Skills** Acrobatics +40, Athletics +35, Computers +34 Intimidation +38, Occultism +34, Stealth +38, Survival +34

**Str** +7, **Dex** +10, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

**AC** 45; **Fort** +34, **Ref** +36, **Will** +32; +1 status to all saves vs. magic

**HP** 440; **Immunities** bleed, death effects, disease, mental, poison, paralyzed, prone; **Weaknesses** flanking 15 (see two-dimensional thinking)

**Two-Dimensional Thinking** An oscriss is designed for fighting two-dimensional foes. If more than one enemy has the oscriss within reach, they count as flanking regardless of their actual position. An oscriss made off-guard by flanking foes takes a –3 circumstance penalty to AC (instead of the usual –2). An oscriss has weakness 15 against melee attacks benefiting from flanking, and whenever a creature scores a critical hit with a melee Strike against the oscriss while flanking

them, the oscriss becomes glitching 1. If the oscriss is already glitching, they instead become confused until the end of their next turn.

**Transposition** ↻ (occult, teleportation) **Trigger** A creature takes any move action within 15 feet of the oscriss; **Effect** The oscriss teleports into an unoccupied space within 30 feet.

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**Speed** 35 feet (hover), fly 50 feet; passing through

**Melee** ❖ relativity saw +37 (agile, fatal d12, forceful, magical), **Damage** 3d10+18 slashing plus amputating strikes

**Ranged** ❖ bifurcating beam +40 (magical, range increment 300 feet), **Damage** 4d8+18 force plus amputating strikes

**Occult Innate Spells** DC 44, attack +38; **10th** *event horizon, slice reality*; **7th** *slice reality* (at will); **5th** *translocate* (at will); **Constant (8th)** *truesight*

**Amputating Strikes** When an oscriss scores a critical hit with their relativity saw or bifurcating beam Strike, the target must attempt a DC 44 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature takes an additional 2d10 slashing damage.

**Critical Failure** The creature takes an additional 4d10 slashing damage and loses one limb (arm, leg, or a similar ambulatory limb such as a tentacle, randomly determined by the GM).

**Dimensional Pounce** ❖ (traversal) The oscriss Strides up to their Speed or casts *translocate*; at the end of that movement, the oscriss Strikes. If the oscriss began this action hidden, they remain hidden until after this ability's Strike.

**Passing Through** The oscriss ignores all non-magical difficult terrain and greater difficult terrain.

**Pause Pulse** ❖ (force, occult) The oscriss releases a pulse of temporal energy in a 30-foot burst that deals 10d8 force damage to creatures in the area with a DC 44 Reflex save. The oscriss can't use Pause Pulse again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is slowed 1.

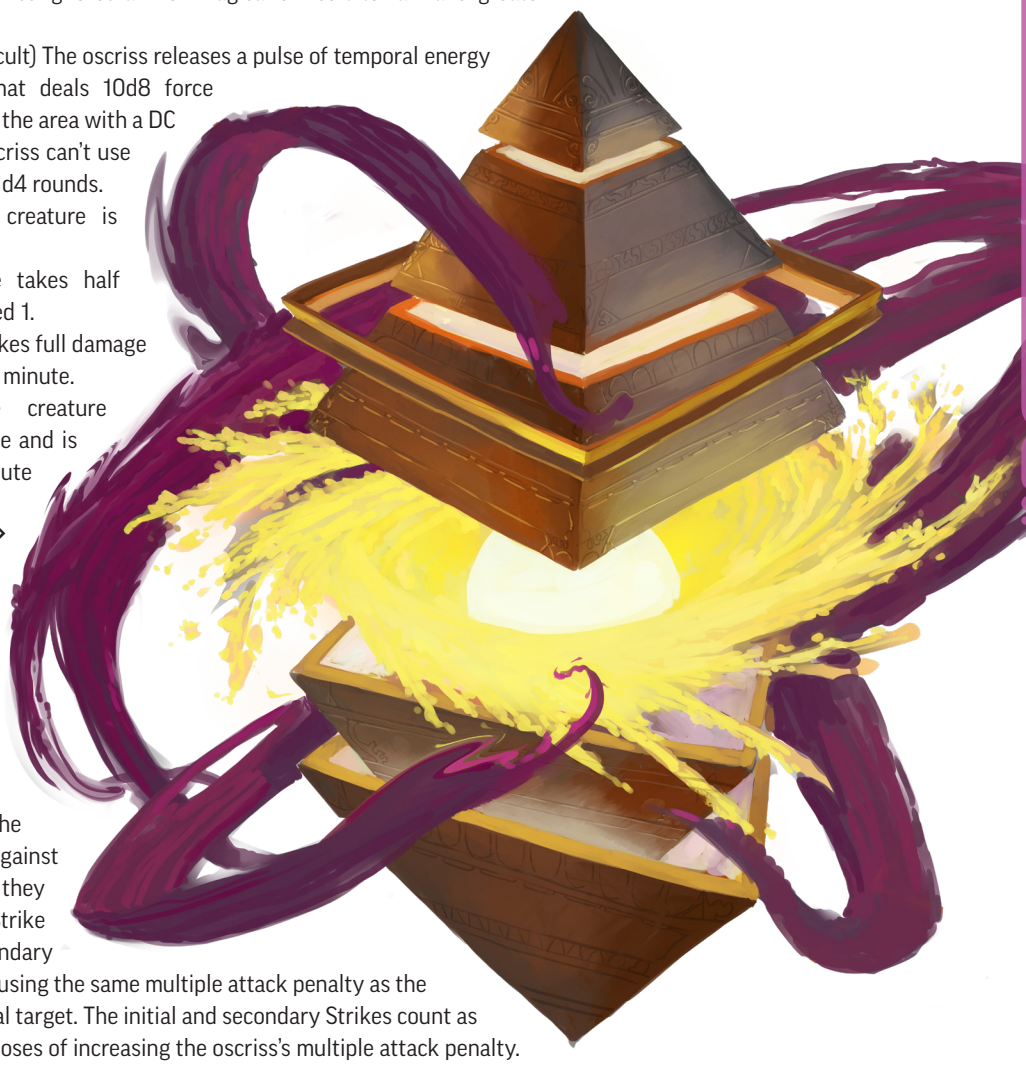
**Failure** The creature takes full damage and is slowed 1 for 1 minute.

**Critical Failure** The creature takes double damage and is slowed 1 for 1 minute and stunned 2.

**Secondary Target** ◈

**Frequency** once per round; **Effect** The oscriss designates a creature within 100 feet to be the secondary target of their attacks until the end of the oscriss's next turn. Whenever the oscriss makes a Strike against a different creature, they can make the same Strike against their secondary target as a free action, using the same multiple attack penalty as the attack against the initial target. The initial and secondary Strikes count as one attack for the purposes of increasing the oscriss's multiple attack penalty.

**Whirling Assault** ❖❖❖ The oscriss Strikes with their relativity saw six times.



### FULL STOP. Z MINUS 10 FEET.

An oscriss is an incredibly potent foe, able to stand toe-to-toe with the most powerful creatures in the cosmos. However, it's programmed to battle threats that operate in two dimensions, and its tactics tend to rely on two-dimensional thinking. This doesn't mean that it can't operate and react in three dimensions, more that the oscriss interprets its foes as always battling in a two-dimensional environment. Creative combat decisions or roleplaying actions that emphasize the use of a third dimension against an oscriss should be rewarded.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### LEGENDS OF THE DEEP

The othinni aren't just creatures of legend, but embodiments of the infernal energies that fill the oceans of Embroi. These ancient beings rule their own domains, dominating thralls through psychic power and sheer terror. While little is known of their ultimate goals, encounters with othinni are shrouded in trauma. Mariners speak of burning waves and creeping shadows when othinni draw near, but they often flee before they can see anything more.

## OTHINNI

Along Embroi's perilous seas, residents speak in hushed tones of the othinni. Considered by some to be a myth, the enormous, squid-like aberrations supposedly bear sinister glowing runes suggestive of an infernal lineage. Those dragged into the deep by their writhing tentacles and swallowed by their gaping maws are said to go straight to Hell, their final screams fueling the legends.

The myths are true. Othinni possess a cruel intelligence and dominating influence over the minds of mortals. Survivors suffer disturbing visions, intense feelings of fear and confusion, and visions of unholy fire burning atop the waves. Hearing the insidious psychic screech of an othinni or sailing into their massive shadow is a frightful experience for anyone braving the oceans of Embroi.

Angels and their allies hunt othinni with massive holy harpoons and enchanted silver nets. One legendary hunt is recorded in the documentary film *Umiqon* (produced by Zo! Media), which is named for the 40-foot tall monster brought down by four Knights of Iomedae.

### OTHINNI — CREATURE 14

HUGE | ABERRATION | AQUATIC | UNHOLY

**Perception** +26; darkvision, lifesense (imprecise) 100 feet (page 209)
**Languages** Aklo, Diabolic, Thalassic; telepathy 100 feet (page 210)
**Skills** Athletics +28, Intimidation +25, Religion +22
**Str** +8, **Dex** +3, **Con** +4, **Int** +4, **Wis** +5, **Cha** +3

**AC** 34; **Fort** +22, **Ref** +19, **Will** +25; +2 status bonus versus magical effects
**HP** 313; **Immunities** fear, mental; **Weaknesses** holy 10; **Resistances** fire 10

**Abyssal Ink** (aura, poison) 20 feet. The othinni is constantly surrounded by a cloud of poisonous black ink. Any creature that enters the aura or begins its turn inside the aura must attempt a DC 32 Fortitude save or becomes sickened 2 for 1 minute (sickened 3 on a critical failure).

**Infernal Origin** ↷ **Trigger** The othinni is targeted by a magical effect with the holy trait; **Effect** The othinni's infernal runes flare to life, attempting to counteract the effect (counteract rank 7, counteract modifier +26).

**Speed** 20 feet, swim 40 feet

**Melee** ❖ maw +29, **Damage** 3d12+12 piercing

**Melee** ❖ tentacles +23 (reach 15 feet), **Damage** 3d10+13 bludgeoning plus Grab (page 209)

**Ranged** ❖ psychic lance +27 (magical, range increment 100 feet, unholy), **Damage** 3d8+12 mental

**Area Fire** ❖❖ diabolic blast (5-foot burst, magical, range 60 feet, unholy), **Damage** 3d8+12 fire (DC 32 basic Reflex save)

**Rituals** DC 36; *diabolic pact* (page 214)

**Greater Constrict** ❖ 3d6+12 bludgeoning, DC 32 (page 209)

**Infernal Binding** ❖❖ (divine, incapacitation) The othinni binds a creature within 100 feet with diabolic runes, and the target must attempt a DC 32 Will save. On a failure, the target is immobilized for 1 round. On a critical failure, the creature is immobilized for 1 minute but can attempt a new saving throw at the start of each of its turns to end the effect.

**Psychic Screech** ❖❖ (fear, mental) The othinni unleashes a mental wail in a 30-foot emanation. All creatures in this area must attempt a DC 32 Will save.

**Critical Success** No effect.
**Success** The creature becomes frightened 1.
**Failure** The creature becomes frightened 2 and confused for as long as it's frightened.
**Critical Failure** As failure, but frightened 3.

# PACHINYAM

These dusty, long-eared fluffy burrowing rodents are native to Daimalko and emerged alongside the colossi during the Awakening 200 years ago. They were initially heralded as potential pets and affectionately referred to as "dust bunnies," but the survivors of the Awakening soon found the species were as dangerous as the colossi rampaging across the planet.

While one or two pachinyams behave as calm herbivores, they reproduce rapidly. When the pachinyam population reaches a tipping point, they become vicious predators. Their dust's ability to disrupt both visual and telecommunications makes it challenging for settlements to warn or organize against them. Outside civilization, the pachinyam population is kept in check by their swarms' instinctually drive to be near colossi despite the obvious danger. Some also hypothesize that the scent of a pachinyam swarm's dust cloud attracts hungry colossi.

## PACHINYAM

A single pachinyam isn't much of a threat but can be a nuisance around those who rely on technology. Some pachinyam owners take extra time to play with their pets after their daily dust baths, especially before entering a starship or other facility where an unexpected cloud of dust could have catastrophic consequences.

### PACHINYAM — CREATURE -1

TINY ANIMAL

**Perception** +5; low-light vision, scent (precise) 15 feet
**Skills** Acrobatics +5, Athletics +3 (+5 to Climb), Stealth +5
**Str** +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3
**HP** 5

**Speed** 30 feet, climb 10 feet
**Melee** ❖ jaws +6 (agile, finesse), **Damage** 1d4+1 piercing
**Dusting** ❖ The pachinyam shakes it thick fur and releases a cloud of dust and dander in a 5-foot radius burst centered on a corner of one of its squares that functions as a *mist* spell. This dust cloud blocks electronic communication to and from anyone inside the cloud. Any item with the tech trait becomes glitching 1 if it's inside the dust cloud. The pachinyam can't use this ability again until they take a dust bath as a 3-action activity with the move trait.

## PACHINYAM SWARM

Pachinyam swarms can release a cloud of billowing dust as individual rodents constantly reapply dust to their comrades.

### PACHINYAM SWARM — CREATURE 4

LARGE ANIMAL SWARM

**Perception** +11; low-light vision, scent (precise) 30 feet
**Skills** Acrobatics +12, Athletics +9 (+13 to Climb), Stealth +12
**Str** +1, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** –3

**AC** 18; **Fort** +10, **Ref** +13, **Will** +7
**HP** 42
**Dust** (aura) 30 feet. As a pachinyam's Dusting, except this is a constant 30-foot aura.

**Speed** 30 feet, climb 10 feet
**Swarming Bites** ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save). Creatures that fail this save are sickened 1 (sickened 2 on a critical failure). While within a pachinyam's dust cloud and sickened, the creature is also suppressed until it leaves the cloud or recovers from the sickened condition.

### ADAPTED APPETITE

Some archaeological evidence suggests that pachinyams might have fed on portions of the slumbering colossi buried deep under Daimalko, possibly when a colony's population grew too large to be maintained by the scarce tubers and roots found that deep underground.

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### PROPOSAL: CONSENSUS REALITY

"If we convince Paradox 17 that something false is true, will it become true? If, as we suspect, Paradox 17 is a form of wishcraft magic run amok or an unstable fragment of a progenitor Eldest, then in either case the result should"–[Transmission terminated at origin.]

### Urgent Memo to all Researchers:

Until further notice, Paradox 17 is never to be defined in objective terms under any circumstances. Describe it only in indirect observations. No one is to hypothesize about Paradox 17's nature or origins, in text or verbally.

PARADOXICAL SOLIPSIST

## PARADOX 17

Can you ever really know that the Universe you perceive exists? That you'll never awaken one day to find it was all a dream? A planet full of philosophers sought the answers to these questions once upon a time... shortly before they all vanished en masse. They left behind confusing records stating that the light of a "whirling star" revealed that physical matter had no substance and the Universe was secretly a mental prison. These records are all that remain from the first known encounter with the being known as Paradox 17.

### PARADOXICAL SOLIPSIST

On six recorded occasions, individuals having prolonged contact with Paradox 17 continued to display anomalous behavior afterward. Two expressed belief they were dreaming, four that they were in a hostile simulation. One of these latter individuals insisted on "finding the light again" during an interview before walking through their guards and the holding cell wall, and they haven't been seen since.

**PARADOXICAL SOLIPSIST** **CREATURE 9**

MEDIUM HUMANOID VESK

**Perception** +21

**Languages** Aklo, Common, Vesk; telepathy 100 feet

**Skills** Acrobatics +17, Computers +18, Deception +16, Occultism +18, Stealth +20, Thievery +20, Underworld Lore +13

**Str** +3, **Dex** +6, **Con** +2, **Int** +3, **Wis** +4, **Cha** +0

**Items** advanced flash grenades (2), advanced flight suit, advanced laser pistol (1 tactical battery), advanced polyglove (1 tactical battery)

**AC** 28; **Fort** +15, **Ref** +18, **Will** +21

**HP** 142; **Resistances** physical damage 5 (unless the source of the damage is hidden to them)

**Perceive Unreality** The solipsist treats all creatures, objects, and structures they're observing (except for Paradox 17) as quasi-illusory, allowing the solipsist to move through them as though the solipsist were incorporeal. They can also choose to use Will for any saving throw against any non-damaging effect.

**Elude Consequences** ↻ (fortune, teleportation) **Trigger** The solipsist succeeds at a Will save, or an attack against them is a critical failure; **Effect** The solipsist teleports up to 25 feet in any direction of their choice. Creatures adjacent to the solipsist after they teleport are off-guard to them until the end of the solipsist's next turn.

**Speed** 25 feet, fly 25 feet

**Melee** ❖ polyglove +19 (arc, powered, tech, tracking +1), **Damage** 2d6+6 electricity

**Area Fire** ❖ flash grenade (10-foot burst, range 70 feet, tracking +1), **Effect** dazzled for 2 rounds on failure (DC 26 Fortitude save; *Starfinder Player Core* 280)

**Ranged** ❖ laser pistol +19 (expend 2, mag 20, range increment 40 feet, reload 1, tech, tracking +1), **Damage** 2d6+6 fire

**Occult Innate Spells** DC 28, attack +20; **5th** *calm*, *subjective reality*, *suggestion*; **4th** *translocate*, *vibe check*, *wisp ally*

**Baffling Attack** The solipsist deals an additional 2d6 precision damage to off-guard creatures, and on the first successful melee Strike they make against an off-guard creature each turn, the target must succeed at a DC 28 Will save or be stunned 1 and blinded while stunned.

### PARADOX 17

As Paradox 17 is normally invisible, most recorded observations of it start with hearing a roar "like static from a dead signal." All reports mention a profound yet hard-to-place sense of meaningfulness. One survivor saw it illuminated by a blast of light she described as "a spiral galaxy made up of shining eyes and glass feathers." Another described it as

"dozens of interleaved wings scattered with embers." The only thing consistent about Paradox 17, however, is how deadly it can be if confronted directly.

## PARADOX 17 CREATURE 22

UNIQUE MEDIUM ABERRATION

**Perception** +42; lifesense (precise) 500 feet (page 209)
**Languages** Aklo; telepathy 120 feet (page 210), *truespeech*
**Skills** Athletics +42, Occultism +37, Stealth +45, Universe Lore +39
**Str** +10, **Dex** +6, **Con** +7, **Int** +8, **Wis** +9, **Cha** +11

**Interdict Definition** Paradox 17 automatically and instantly learns and can observe the exact location of any creature on any plane that succeeds at a Recall Knowledge check to learn any information about Paradox 17 or any creature who communicates information about Paradox 17 in any way. The ability to observe the creature and its surroundings, wherever the creature goes, lasts 1 hour.

**AC** 48; **Fort** +33, **Ref** +36, **Will** +42
**HP** 500; **Immunities** controlled, fear, fire, radiation, void; **Resistances** physical 20 (except from creatures observing it)

**Natural Invisibility** Paradox 17 is naturally invisible. It becomes visible only when using a hostile action.

**Reject Reality** (aura, mental, visual) 100 feet. When a creature in the aura observes Paradox 17 for the first time each day, it must attempt a DC 42 Will save or Performance check. On a failure, reality rejects the creature for as long as it can observe Paradox 17. The affected creature becomes hidden from all other creatures (except Paradox 17) as though invisible itself.

**Causational Moments** ◈ **Frequency** once per round; **Trigger** A creature would trigger Paradox 17's Reactive Strike, but it has no reactions remaining; **Effect** Paradox 17 Steps or Strikes prior to resolving the triggering action.

**Reactive Strike** ↻ (page 209)

**Speed** 25 feet, fly 25 feet; disregard reality

**Melee** ❖ static +41 (magical, reach 15 feet), **Damage** 4d8+20 bludgeoning plus 4d8 acid and Knockdown (page 209)

**Ranged** ❖ jet +39 (magical, range increment 200 feet), **Damage** 3d12 fire plus 3d12 acid

**Occult Innate Spells** DC 45, attack +37; **10th** *event horizon*, *indestructibility*; **9th** *implosion*, *slice reality*, *wave of warning*; **Constant (5th)** *truespeech*

**Bridge of Perception** ❖❖❖ (move, teleportation) **Requirements** Another creature is observing Paradox 17 or has triggered interdict definition in the last hour; **Effect** Paradox 17 teleports to any location that both Paradox 17 and the required creature can observe across any distance, even to another galaxy or plane.

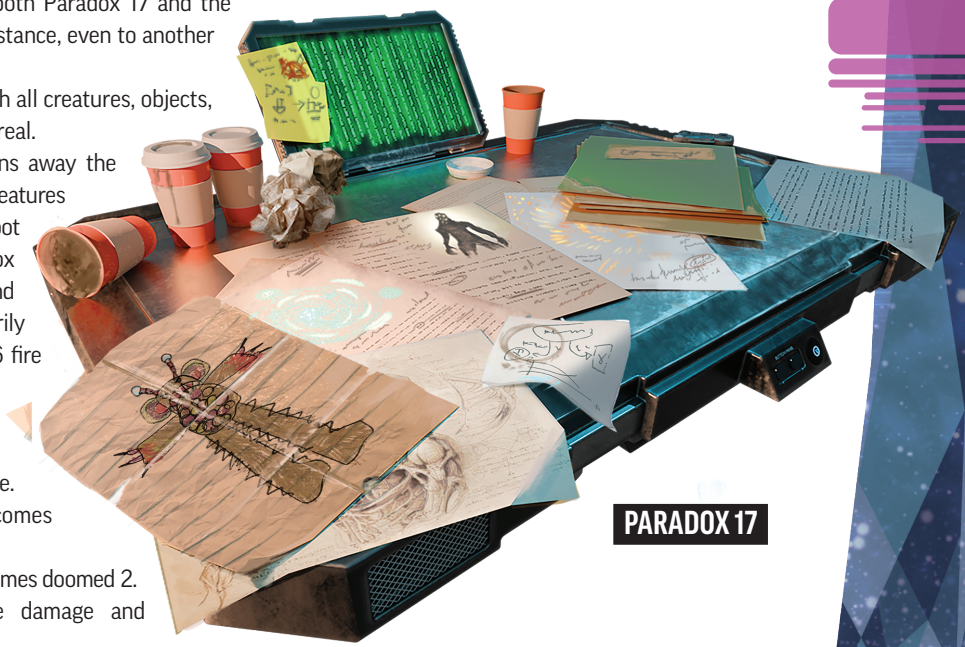
**Disregard Reality** Paradox 17 can move through all creatures, objects, and structures as though they were incorporeal.

**Waking Light** ❖❖ (fire, light) Paradox 17 burns away the fabric of reality with intense sunlight. If no creatures are observing Paradox 17, the light fills a 60-foot cone. If any creature is observing Paradox 17, the area is a 60-foot line. Creatures and unattended objects in the area turn temporarily translucent. Creatures in the area take 24d6 fire damage and must attempt a DC 45 Reflex save. Paradox 17 can't use Waking Light again for 1d4 rounds.

**Critical Success** The target takes no damage.
**Success** The target takes half damage becomes doomed 1.
**Failure** The target takes full damage and becomes doomed 2.
**Critical Failure** The target takes double damage and becomes doomed 3.

### RECORDED CLOSE CONTACTS

- An affected deep-cover spy left a note: "~~Dreaming?~~ Too long. Simulation? Something has to maintain it. Anything this complex requires heuristics and predictable patterns. Unexpected responses might throw it off... reveal another paradox."
- An affected Xenowarden called arresting agents "a sign my conscious life is plagued with anxieties about authority."
- An affected security guard, sole survivor of a starship that Paradox 17 boarded, killed a recon team. All their recorders caught was, "Has my whole life been a dream? If one of you would just surprise me, maybe I'd finally wake up."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### WICKED EVOLUTION

Elder fungus control and nourish harvesters and wardens through the mycelium network; if disconnected, they'll always attempt to return to the elder fungus. When an elder fungus is destroyed, bonded harvesters and wardens will search for intelligent victims to consume and awaken as a new elder psychic fungus in order to establish new colonies.

## PSYCHIC FUNGUS

A menace to every sentient being, psychic fungi are an invasive species that propagate by using the minds of sapient creatures. Psychic fungi that have integrated a higher intelligence can become a regional or even planetary threat.

### PSYCHIC FUNGUS HARVESTER

In order to grow and spread, a sufficiently stable cluster of psychic fungi dispatches harvesters to collect nutrients. While most harvesters return with decaying animal and plant matter, the fungi's preferred prey are thinking creatures that they lead back to the colony for the elders' consumption.

**PSYCHIC FUNGUS HARVESTER** **CREATURE 1**

SMALL FUNGUS MINDLESS

**Perception** +8; darkvision, mycelium network

**Skills** Athletics +5, Stealth +3 (+7 amid decaying plant matter or fungi), Survival +6

**Str** +2, **Dex** +0, **Con** +3, **Int** –5, **Wis** +3, **Cha** –2

**Mycelium Network** Psychic fungi are connected to a network of psychic filaments bonding all psychic fungi from the same colony. This network grants the harvester the ability to detect creatures capable of thought within 30 feet of a bonded psychic fungus up to 1,000 feet away as an imprecise sense.

**AC** 14; **Fort** +8, **Ref** +4, **Will** +8

**HP** 24; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** cold 2, fire 2

**Release Spores** ↷ **Trigger** The harvester is reduced to 0 Hit Points; **Effect** The harvester releases a cloud of spores in a 10-foot burst centered on a corner of its own space that lasts for 1 round. Each creature that's in the cloud or enters it is exposed to befuddling spores. If this reaction was triggered by damage from a melee attack, the triggering creature uses the outcome one degree of success worse than the result of its roll for its Fortitude save (two degrees worse if it was a jaws Strike or other Strike with the creature's mouth).

**Speed** 20 feet

**Melee** ❖ lash +7 (reach 10 feet), **Damage** 1d6+2 bludgeoning plus sporocapture

**Ranged** ❖ spores +7 (brutal, range increment 30 feet), **Damage** 1d4+2 poison plus befuddling spores

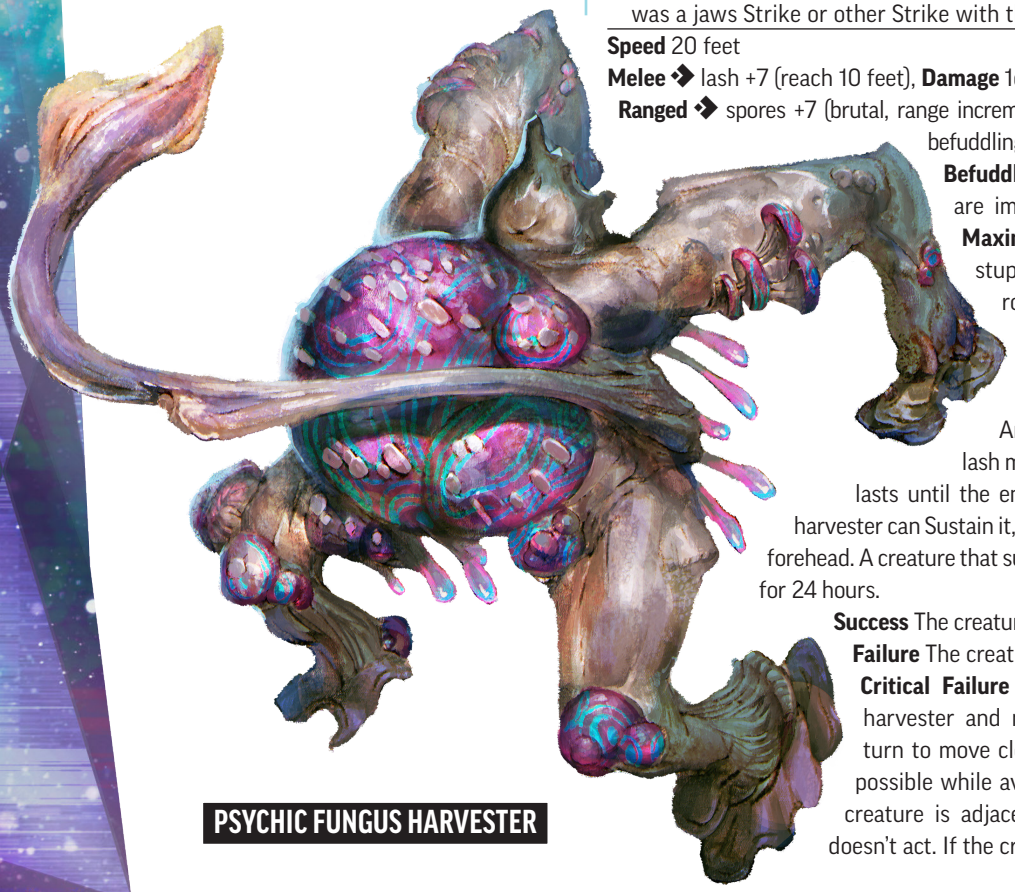
**Befuddling Spores** (poison) Plants and fungi are immune; **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round); **Stage 3** slowed 1 and stupefied 3 (1 round); **Stage 4** paralyzed and stupefied 4 (1 round)

**Sporocapture** (incapacitation, mental) An intelligent creature hit by a harvester's lash must attempt a DC 18 Will save. The effect lasts until the end of the harvester's next turn, but the harvester can Sustain it, keeping the lash unusable on the target's forehead. A creature that succeeds at its save is temporarily immune for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated with the harvester.

**Critical Failure** The creature is fascinated with the harvester and must spend each of its actions on its turn to move closer to the harvester as expediently as possible while avoiding obvious dangers. If a fascinated creature is adjacent to the harvester, it stays still and doesn't act. If the creature is attacked, the fascination ends.



PSYCHIC FUNGUS HARVESTER

## PSYCHIC FUNGUS WARDEN

Wardens act as the first line of defense for a fungal colony.

### PSYCHIC FUNGUS WARDEN — CREATURE 2

MEDIUM | FUNGUS | MINDLESS

**Perception** +9; darkvision, mycelium network
**Skills** Athletics +7, Stealth +4 (+8 amid decaying plant matter or fungi), Survival +7
**Str** +3, **Dex** +0, **Con** +4, **Int** –5, **Wis** +3, **Cha** –2
**Mycelium Network** As psychic fungus harvester.

**AC** 16; **Fort** +9, **Ref** +5, **Will** +8
**HP** 36; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** cold 3, fire 3
**Release Spores** ↻ As psychic fungus harvester.

**Speed** 20 feet
**Melee** ❖ lash +9 (reach 10 feet), **Damage** 1d10+3 bludgeoning plus Grab (page 209)
**Ranged** ❖ spores +9 (brutal, range increment 30 feet), **Damage** 1d6+3 poison plus befuddling spores
**Befuddling Spores** As psychic fungus harvester, but DC 19.
**Nourish the Colony** ❖ (healing, mental) The warden loses up to 12 Hit Points, and up to four other psychic fungi in the network regain that many Hit Points, divided equally among them. If the warden has a creature grabbed, each healed creature gains a +1 status bonus to attack rolls and Will saving throws for 1 minute, and the grabbed creature takes a –1 status penalty to such checks for 1 minute.

## ELDER PSYCHIC FUNGUS

These amalgamations of stolen intellects use their psychic presence to control their fungal troops on an endless journey to propagate their spores.

### ELDER PSYCHIC FUNGUS — CREATURE 4

LARGE | FUNGUS

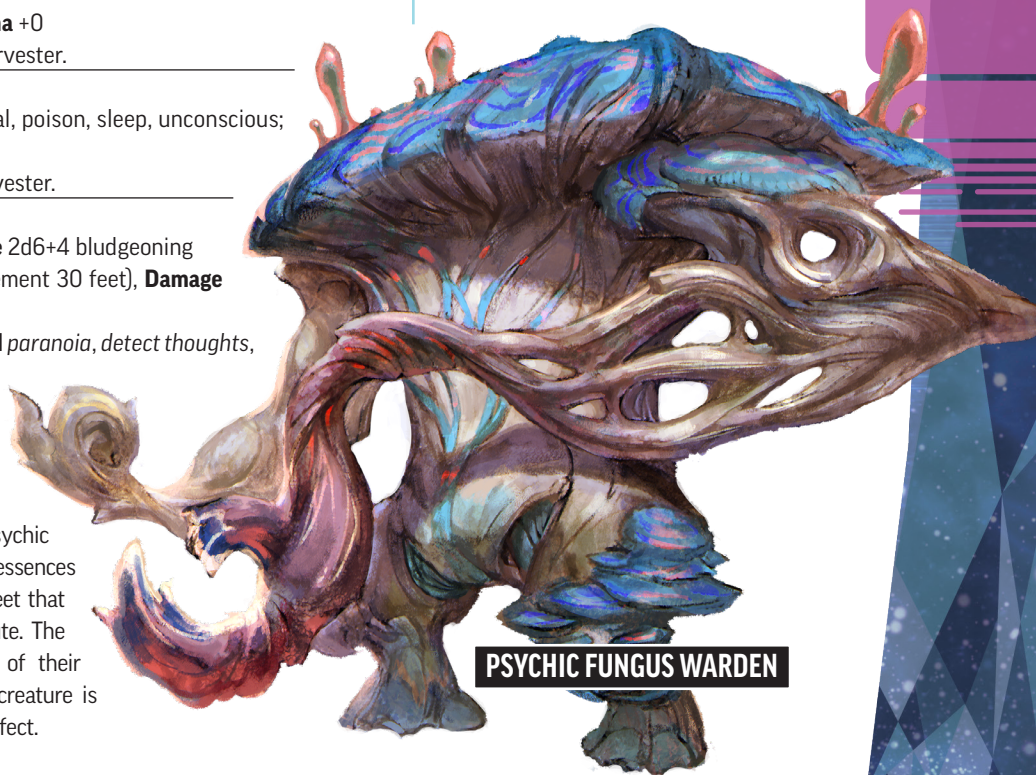
**Perception** +13; darkvision, mycelium network
**Languages** Common (can't speak); telepathy 120 feet (page 210)
**Skills** Athletics +12, Society +11, Lore (all subcategories of all creatures trained in Lore skills within 1 mile) +13
**Str** +4, **Dex** +0, **Con** +4, **Int** +5, **Wis** +1, **Cha** +0
**Mycelium Network** As psychic fungus harvester.

**AC** 18; **Fort** +12, **Ref** +8, **Will** +11
**HP** 72; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** cold 5, fire 5
**Release Spores** ↻ As psychic fungus harvester.

**Speed** 10 feet
**Melee** ❖ lash +14 (reach 15 feet), **Damage** 2d6+4 bludgeoning
**Ranged** ❖ spores +14 (brutal, range increment 30 feet), **Damage** 2d4+4 poison plus befuddling spores
**Occult Innate Spells** DC 21, attack +13; **2nd** *paranoia*, *detect thoughts*, *entangling flora*; **1st** *command*, *mind skewer* (×2); **Cantrips (2nd)** *daze*, *telekinetic hand*
**Befuddling Spores** As psychic fungus harvester, but DC 21.
**Drain Brain** ❖ (manipulate) The elder psychic fungus consumes the fluids and psychic essences from the brain of a creature within 10 feet that has been dead for no more than 1 minute. The elder psychic fungus regains the use of their highest-ranked spent innate spell. The creature is considered to have died due to a death effect.

### PSYCHIC FUNGUS NETWORKS

Each psychic fungus network has an elder psychic fungus at the center—sometimes more than one. The elder psychic fungus controls and can use the senses of any plant or fungus creatures connected to their mycelium network. Only an elder psychic fungus can add a plant or fungus creature to their mycelium network, and the network collapses if the elder psychic fungus is destroyed.



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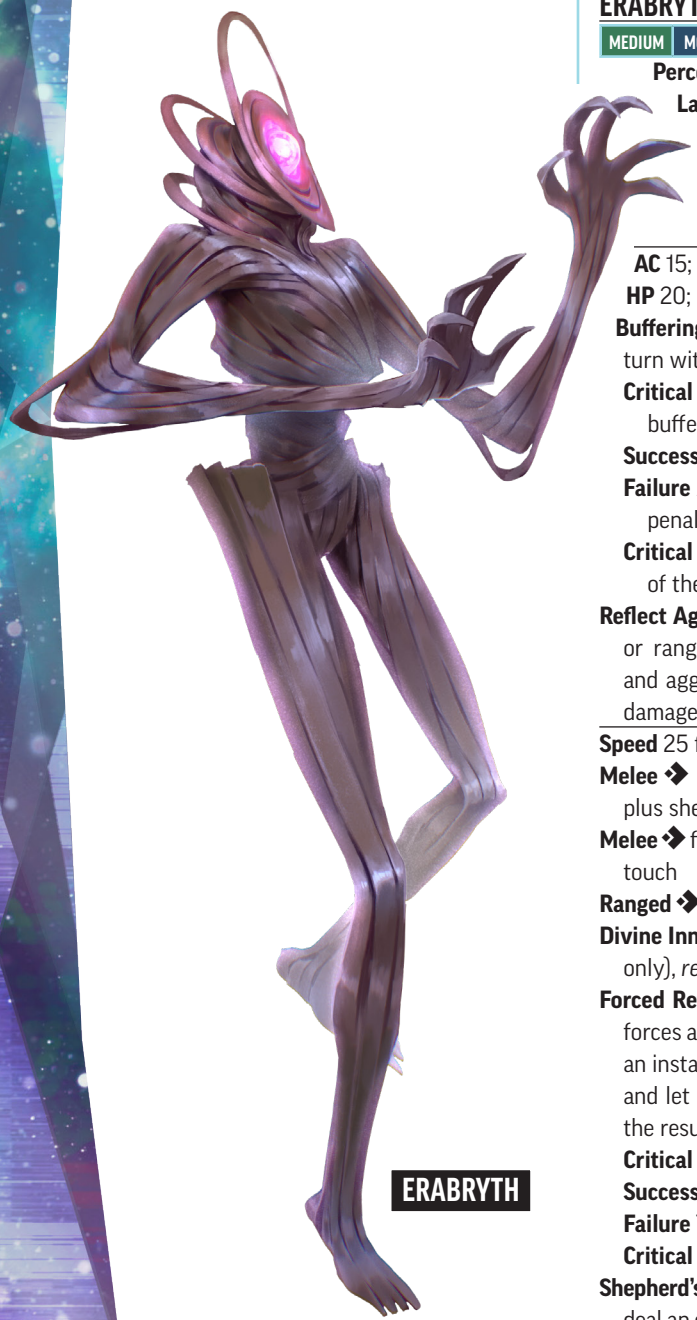
### PSYCHOPOMP MASKS

Nearly all psychopomps wear masks, though the meaning behind this practice is unclear. Some religious scholars argue it's a form of psychological intimidation or a cultural touchstone, while others believe the sight of an unmasked psychopomp puts unnecessary strain on a mortal soul.



ERABRYTH

## PSYCHOPOMP

Psychopomps are death's shepherds who safeguard the cycle of life, death, and the afterlife by slaying undead or ushering souls safely through the Boneyard.

### ERABRYTH

When androids die or give their bodies up for renewal—a celebrated and respected event akin to procreation—it's the silent and calm erabryths who usher their souls into the Boneyard. Beings of reflection and introspection, these psychopomps help androids come to terms with their choices, reconcile the trying events of their lives, and realize that the time for renewal has finally come.

Erabryths are lanky and androgynous, with reflective, ribboned flesh and a mirrored disk for a face. They communicate through posture and emotive lights, offering comfort through their soothing, persistent presence.

**ERABRYTH** **CREATURE 1**

MEDIUM MONITOR PSYCHOPOMP

**Perception** +10; darkvision, lifesense (precise) 60 feet (page 209)

**Languages** Chthonian, Daemonic, Diabolic, Empyrean, Requian, Trinary (can't speak any language)

**Skills** Acrobatics +7, Android Lore +6, Athletics +4, Boneyard Lore +6, Computers +6, Intimidation +4, Religion +6, Society +6, Stealth +7

**Str** +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +3, **Cha** +1

**AC** 15; **Fort** +4, **Ref** +9, **Will** +6

**HP** 20; **Immunities** death effects, disease; **Resistances** poison 3, void 3

**Buffering Zone** (aura, divine, emotion, mental) 15 feet. A creature that begins its turn within the area must attempt a DC 14 Will save.

**Critical Success** The creature is unaffected and is temporarily immune to buffering zone for 1 day.

**Success** The creature treats the buffering zone as difficult terrain for 1 round.

**Failure** As success, and the creature is pushed back 5 feet and takes a –1 status penalty to attack rolls for 1 round.

**Critical Failure** As failure, but the creature is pushed back beyond the boundary of the buffering zone and can't reenter the buffering zone for 1 round.

**Reflect Aggression** ↻ (mental) **Trigger** A creature hits the erabryth with a melee or ranged Strike; **Effect** The erabryth reflects some of their attacker's anger and aggression back at them. The erabryth gains resistance 3 to the triggering damage and deals 3 mental damage to their attacker.

**Speed** 25 feet, fly 25 feet

**Melee** ❖ ribbon +9 (finesse, magical, reach 10 feet, trip), **Damage** 1d6+1 slashing plus shepherd's touch

**Melee** ❖ fist +9 (agile, finesse, magical), **Damage** 1d4+1 bludgeoning plus shepherd's touch

**Ranged** ❖ light ray +9 (boost 1d4, magical), **Damage** 1d6 fire plus shepherd's touch

**Divine Innate Spells** DC 17, attack +9; **2nd** *detect thoughts*, *invisibility* (at will; self only), *revealing light*, *skim data*; **1st** *delete*; **Cantrips (3rd)** *implant data*

**Forced Reflection** ❖ (divine, emotion, fear, incapacitation, mental) The erabryth forces a creature within 60 feet to relive its most painful memories and regrets in an instant, confronting it with it difficult memories to help it reconcile its actions and let go of its pain. The target must attempt a DC 17 Will save. Regardless of the result, the target is then temporarily immune to Forced Reflection for 1 day.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is stunned 1 and frightened 1.

**Critical Failure** The target is stunned 2 and frightened 2.

**Shepherd's Touch** An erabryth's Strikes have the benefit of a *ghost killer* upgrade and deal an extra 1d4 void damage to living creatures or 1d4 vitality damage to undead.

## TEMPORAI

Temporais prevent people from cheating death by meddling with time. This duty puts them in opposition to precogs and other witchwarpers, as well as any who attempt occult rituals in search of immortality. Swift, determined, and efficient, temporais never waste time. They wear featureless white masks rimmed with dashes like the gradations on a clock, have six arms, and almost always carry a holographic hourglass.

### TEMPORAI CREATURE 14

MEDIUM | MONITOR | PSYCHOPOMP

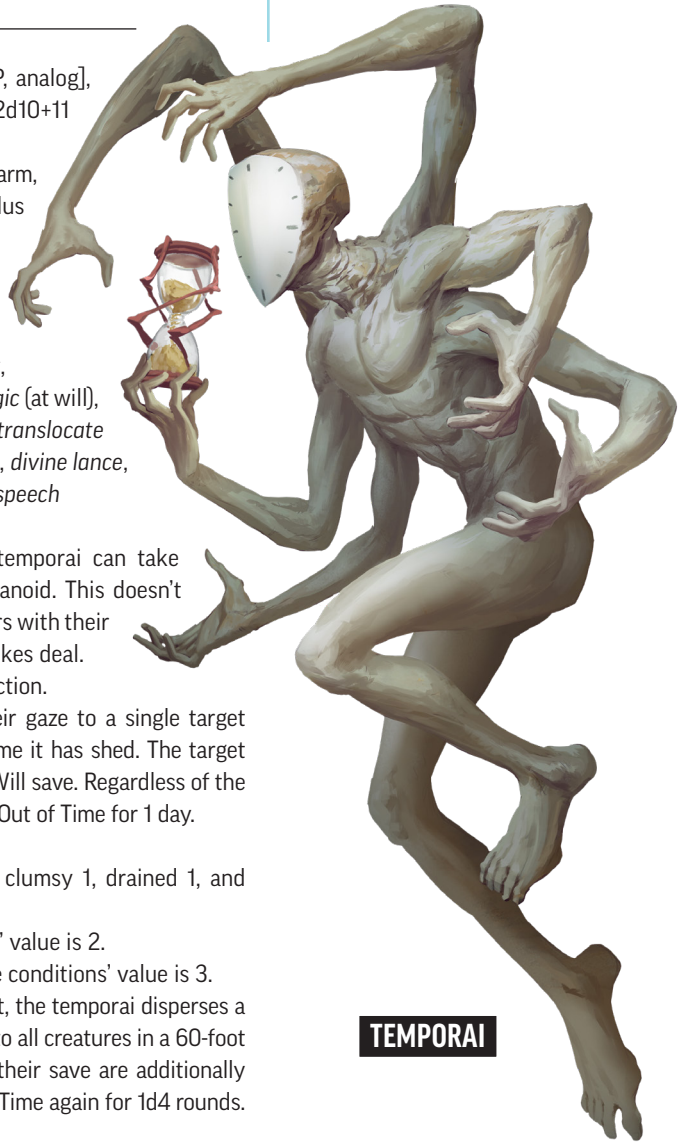
**Perception** +24; darkvision, lifesense (precise) 60 feet (page 209), *see the unseen*
**Languages** Chthonian, Daemonic, Diabolic, Empyrean, Requian; *truespeech*
**Skills** Acrobatics +28, Arcana +26, Athletics +25, Boneyard Lore +26, Computers +26, Deception +23, Intimidation +23, Occultism +26, Piloting +28, Religion +26, Society +26, Stealth +28, Thievery +28
**Str** +5, **Dex** +8, **Con** +4, **Int** +6, **Wis** +6, **Cha** +3
**Items** superior cryopike (1 superior battery), superior laser rifle (2 superior batteries), superior nano-edge rapier, advanced second skin
**Sense Fate** (fortune) A temporai always rolls a 20 for initiative.

**AC** 29; **Fort** +22, **Ref** +28, **Will** +26; +1 status to all saves vs. magic
**HP** 270; **Immunities** death effects, disease, off-guard, slowed; **Resistances** poison 15, void 15
**Reactive Strike** ↻ (page 209)

**Speed** 40 feet, fly 60 feet
**Melee** ❖ cryopike +26 (modular [C, powered, tech; or P, analog], powered, reach 10 feet, tech, tracking +2), **Damage** 2d10+11 cold plus shepherd's touch
**Melee** ❖ nano-edge rapier +29 (analog, deadly d8, disarm, finesse, tracking +2), **Damage** 2d6+11 piercing plus shepherd's touch
**Ranged** ❖ laser rifle +29 (expend 2, mag 60, range increment 80 feet, reload 1, tech, tracking +2), **Damage** 2d8+6 fire plus shepherd's touch
**Divine Innate Spells** DC 34, attack +26; **7th** *contingency*, *haste*, *retrocognition* (at will), *true target*; **6th** *dispel magic* (at will), *slow*; **5th** *translocate*; **4th** *read omens*, *talking corpse*, *translocate* (at will); **2nd** *augury*, *blur*; **Cantrips (7th)** *detect magic*, *divine lance*, *injury echo*, *shield*; **Constant (5th)** *see the unseen*, *truespeech*
**Rituals** DC 34; *call spirit*
**Change Shape** ❖ (concentrate, divine, polymorph) A temporai can take the appearance of any Small, Medium, or Large humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal.
**Multidexterous** A temporai can Switch Hands as a free action.
**Out of Time** ❖❖ (divine, mental) The temporai turns their gaze to a single target within 120 feet, forcing upon it all the fragments of time it has shed. The target takes 12d8 mental damage and must attempt a DC 34 Will save. Regardless of the result, the target then becomes temporarily immune to Out of Time for 1 day.
**Critical Success** The target takes no damage.
**Success** The target takes half damage and becomes clumsy 1, drained 1, and enfeebled 1, or increases these conditions by 1.
**Failure** As success, but full damage and the conditions' value is 2.
**Critical Failure** As success, but double damage and the conditions' value is 3.
**Sands of Time** ❖❖ (divine, spirit) With a flick of their wrist, the temporai disperses a wave of time-altering sand, dealing 15d6 spirit damage to all creatures in a 60-foot cone (DC 34 basic Fortitude save). Creatures that fail their save are additionally slowed for 1d4 rounds. The temporai can't use Sands of Time again for 1d4 rounds.
**Shepherd's Touch** As erabryth, but 5d6 damage.

### HEARD IT ALL BEFORE

Psychopomps are ageless beings, each of whom has ushered countless souls through the cycle of death. They've heard every sob story, every furious insult, every boisterous threat, and every fearful bribe uttered by the desperate and afraid. As such, psychopomps are utterly unmoved by the complains and regrets of the dead and can't be swayed by passionate pleas or lamentations. Psychopomps often seem aloof and uncaring, yet most psychopomps would describe themselves as unwavering and possessing a perspective beyond mortal concerns.



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### QUYU EYES

Though the eyeless sockets of a quyu aren't visual organs, they retain lingering psychic energies even after death. These sockets can be harvested with a successful DC 24 Occultism or Survival check, granting materials worth 350 credits that can be used only to create biotech augmentations for the eyes.

## QUYU

At first look, quyus appears to be a small, adorable creatures, likely resembling a pet or helpless animal. This appearance is, however, a ploy meant to lure unsuspecting creatures into their grasp. Their true form is a two-headed twisted knot of flesh with eyeless sockets and gaping maws dripping with acid—and they're far from helpless.

Quyus can live without air, food, or water indefinitely. They have a dangerous combination of bottomless curiosity and complete lack of concern for other species' well-being. They originate from a now-Diasporan asteroid, though due to their disguises, they've spread to countless planets undetected, where they hunt and dissect creatures for their sadistic pursuits.

These solitary creatures prefer to observe an area's wild and domesticated species before infiltrating the peripheries of a civilization. There, they establish quiet cover identities, often as children's pets, only to capture and vivisect unsuspecting victims.

Quyus take on whatever appearance they believe is most likely to be considered cute by whatever beings inhabit their environments, even if the creature they mimic has no place in the world's ecology. They might take on the form of an adorable, mundane cat, rabbit, or similar fluffy creature, even in the middle of an asteroid mine or in the deep sea.

### QUYU CREATURE 6

MEDIUM ABERRATION

**Perception** +13; motion sense (precise) 60 feet, no vision

**Languages** Brethedan, Common, Eoxian, Vesk (can't speak any language)

**Skills** Athletics +13, Deception +15, Diplomacy +13, Medicine +11, Stealth +14

**Str** +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +5

**Motion Sense** A quyu can sense nearby motion through vibration and air movement as a precise sense at the listed range.

**AC** 24; **Fort** +12, **Ref** +16, **Will** +13

**HP** 95; **Immunities** starvation, visual; **Resistances** acid 10

**No Breath** (page 209)

**Pathetic Gaze** (aura, emotion, mental, occult, visual) 30 feet. While in their Facade Form (see below), the quyu emits an aura to infatuate nearby creatures. A creature that ends its turn in the aura must attempt a DC 24 Will save or it becomes fascinated by the quyu for 1 minute and takes a –2 circumstance penalty to attack the quyu for 1 round, even if the quyu leaves Facade Form.

**Speed** 35 feet

**Melee** ❖ claw +16 (agile, finesse), **Damage** 2d4+7 slashing

**Melee** ❖ jaws +16 (finesse), **Damage** 2d6+7 piercing plus Grab (page 209)

**Ranged** ❖ spike +16 (range increment 60 feet), **Damage** 2d8+4 piercing

**Occult Innate Spells** DC 24; **1st** *charm* (at will)

**Cruel Dissection** ❖ **Requirements** A creature is grabbed or restrained by the quyu's jaws or is fascinated with the quyu; **Effect** The quyu makes a claw Strike against the required creature. If the attack hits, that creature also takes 2d6 persistent bleed damage.

**Facade Form** ❖ (concentrate, occult, polymorph) The quyu compresses and reshapes themself to appear as an adorable, helpless creature. They have an automatic result of 35 on Deception checks and DCs to pass as the creature. While in this form, the quyu is Tiny and can't attack, and their pathetic gaze aura is active. The quyu can Dismiss this form.

# RANONEK

These enormous, bearlike vampiric beasts stalk the chilly jungle environments of Triaxus. While they hibernate most of the year, ranoneks awaken before deep freezes to catch beasts, dragons, or anything else migrating with the encroaching glaciers. With muscular, lean legs like a large cat, these white-furred predators use the tree line to hide from and ambush flying prey by leaping up to snatch them from midair. Using the hunted creatures' bodies to break the fall, ranoneks slam them into the ground below to reduce their insides to pulp before feeding on their blood.

A ranonek's digestive system utilizes several highly compressive tracts that allow them to squeeze the blood from smaller prey. When another meal tries to fly away, they can hock up and shoot the dried pellets containing the remains of their desiccated meals, knocking down prey before it gets too far away. Those documenting these remains have confirmed that these huge beasts prefer dragon prey over any other; this comes as no surprise given that ranoneks can drain many young dragons in under a minute and swallow entire dragonkin whole.

## RANONEK CREATURE 12

HUGE BEAST

**Perception** +25; bloodsense (imprecise) 120 feet, darkvision, scent (imprecise) 120 feet

**Skills** Acrobatics +20, Athletics +25, Stealth +20, Survival +23

**Str** +7, **Dex** +2, **Con** +5, **Int** –1, **Wis** +3, **Cha** +2

**Bloodsense** The ranonek can detect blood inside creatures' bodies as an imprecise sense at the listed range. This is a precise sense against actively bleeding creatures.

**AC** 32; **Fort** +25, **Ref** +20, **Will** +21

**HP** 250

**Ferocity** ↻ (page 209)

**Speed** 40 feet, climb 40 feet

**Melee** ❖ jaws +27 (reach 15 feet), **Damage** 4d10+7 piercing plus 1d10 persistent bleed

**Melee** ❖ claw +27 (agile, reach 15 feet), **Damage** 4d8+7 slashing plus Grab (page 209)

**Ranged** ❖ pellet+27 (brutal, range increment 30 feet, ranged trip, unwieldy), **Damage** 3d12+7 bludgeoning

**Bear Hug** The ranonek gains a +4 circumstance bonus to damage rolls against creatures it has grabbed. A Large or smaller creature remains grabbed or restrained by the ranonek even if the ranonek moves. If a ranonek would take falling damage while it has a creature grabbed, the grabbed creature takes the falling damage instead (in addition to any falling damage it would normally take).

**Blood Feast** ❖ **Requirements** The ranonek has a creature grabbed or restrained; **Effect** The ranonek sucks blood from the grabbed creature. This requires an Athletics check against the creature's Fortitude DC if the victim is grabbed and is automatic if the creature is restrained or if it took 50 or more damage since the start of the ranonek's last turn. The victim is drained 1 until it receives healing (of any kind or amount), and the ranonek regains 25 Hit Points, gaining any excess Hit Points as temporary Hit Points that last for 1 minute.

**Soaring Rush** ❖❖ The Ranonek Strides, Climbs, or Leaps twice (in any combination), then makes a claw or jaws Strike at the end of the movement. If it ends this movement by Leaping, the ranonek doesn't begin to fall until the end of the ranonek's turn, but it needs a solid surface to Leap from for each Leap.

**Swallow Whole** ❖ (attack) Large, 2d6+7 bludgeoning, Rupture 24 (page 210).

### HUSK PELLETS

Legends claim that allowing the dried husks regurgitated by a ranonek to be covered in snow will cause them to rise as a frozen skeletal undead called an icy husk. They're said to freeze the blood of their victims as they siphon body heat, as if preserving the blood for their ranonek progenitors.

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### CODE NAMES

The war machines observed in the Pact Worlds often resemble blooming mechanical flowers with vine-like tentacles instead of stamens. When designing their own robotic versions of remote war machines, Pact engineers decided to differentiate their inventions from the mysterious biotech that inspired them by choosing animal-based names for their robotic war machines and plant-based names for the unidentified biotech war machines.

## REMOTE WAR MACHINE

The incursion began with a series of probes detected by anacites on Aballon. Strange machines with blazing sensors and articulated tentacles appeared out of nowhere, ripping through infrastructure seemingly at random and collecting intelligence all around Pact Worlds space. Panic spread fast, but since the machines always vanished without a trace, or exploded when captured, the sightings couldn't be confirmed or identified. Rumors began to circulate that the machines were a form of biotech never encountered before. Soon the Stewards became formally involved, shuttering the incidents behind the adamantine partition of top security clearance.

In Sarenith of 325 AG, after dozens of military operations failed to engage the elusive probes, a wing of fighters dispatched from the *Idari* finally got lucky and disabled one of the machines before it could self-destruct. Coaxed into giving up some of its secrets by top Pact Worlds scientists, the biotech vessel became the prototype for the "home grown" remote war machines that are currently being tested for use in combat. The replicas aren't alive but are built using robotic construction templates since the core of the original biotech design has proven too complicated to reverse engineer with Pact technology.

Remote war machines are proxies that can be controlled from a great distance. The original biotech war machines connect to the pilot's mind through a psychic link or unknown radio frequency. Robotic remote war machines connect to a computer via data link, allowing the pilot to control their proxy using a keyboard, virtual reality rig, or even a vidgame controller.

### ROBOTIC WAR MACHINE ABILITIES

Many robotic remote war machines possess one of the following 2-action abilities and one reaction. If you give a war machine more abilities than these, you might want to increase its level and adjust its statistics.

**Attack Pattern Alpha** ◆◆ The remote war machine Steps or Strides, then makes two Strikes against the same target. Both Strikes count toward its multiple attack penalty, but its multiple attack penalty doesn't increase until after it makes both Strikes.

**Attack Pattern Beta** ◆◆ The remote war machine makes a Strike against a target, then Steps or Strides and makes a Strike against another target within range. Both Strikes count toward its multiple attack penalty, but its multiple attack penalty doesn't increase until after it makes both Strikes.

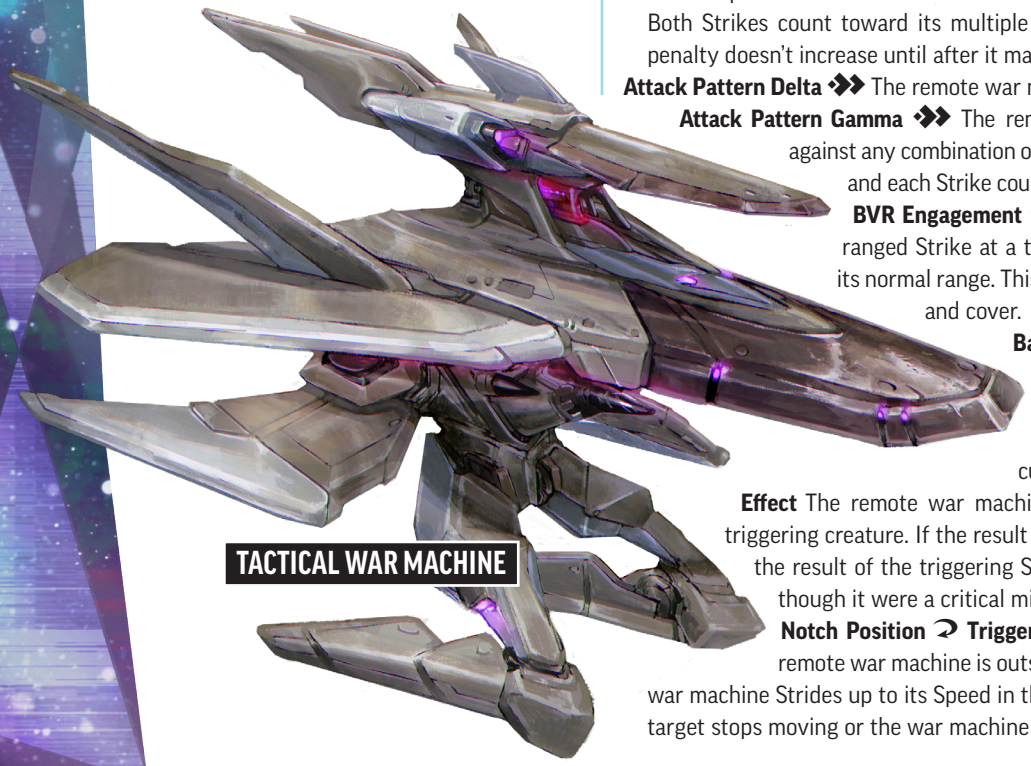
**Attack Pattern Delta** ◆◆ The remote war machine Strides twice and then Strikes.

**Attack Pattern Gamma** ◆◆ The remote war machine makes three Strikes against any combination of targets. Each Strike gains the agile trait, and each Strike counts toward its multiple attack penalty.

**BVR Engagement** ◆◆ The remote war machine makes a ranged Strike at a target as though its weapon had double its normal range. This Strike ignores all forms of concealment and cover.

**Ballistic Defense Matrix** ↷ **Trigger** A creature attempts a ranged Strike against the remote war machine; **Requirements** The war machine is currently outside the creature's reach; **Effect** The remote war machine makes a ranged Strike against the triggering creature. If the result of this Strike is equal to or greater than the result of the triggering Strike, the triggering Strike is treated as though it were a critical miss.

**Notch Position** ↷ **Trigger** An enemy Strides; **Requirements** The remote war machine is outside the target's reach; **Effect** The remote war machine Strides up to its Speed in the same direction as the target until the target stops moving or the war machine has moved its full Speed.



TACTICAL WAR MACHINE

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## TACTICAL WAR MACHINE

Multifold Industries, in collaboration with Zeizerer Munitions, created one of the earliest robotic remote war machines. Given the code name "tashtari," the machine was engineered for swift deployment to the battlefield. The tashtari can support a strike force at range while disrupting enemy communications on the field.

### ROBOTIC TACTICAL WAR MACHINE CREATURE 3

MEDIUM CONSTRUCT TECH

**Perception** +12; darkvision
**Languages** interstellar comms
**Skills** Acrobatics +12, Athletics +6, Stealth +9, Thievery +6
**Str** +2, **Dex** +4, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0
**Interstellar Comms** A remote war machine maintains a constant data link with its pilot, using its pilot's languages and skill modifiers for any unlisted skill. In addition, the pilot can speak through the data link using the remote war machine as a mouthpiece.

**AC** 18; **Fort** +9, **Ref** +12, **Will** +6
**HP** 42
**Radio Silence** (aura, tech) 60 feet. Non-allied comm units and other computers don't function within the remote war machine's aura unless their operator succeeds at a Computers check against the war machine's Stealth DC as an Interact action.
**Notch Position** ↻

**Speed** 25 feet, fly 50 feet
**Melee** ❖ claws +10, **Damage** 1d6+5 slashing
**Ranged** ❖ plasma blaster +12 (range increment 120 feet), **Damage** 1d12 fire plus 1d4 electricity damage
**Attack Pattern Beta** ❖❖

## ADVANCED WAR MACHINE

Strong and ferocious, code name "thermatrod" is designed to maximize carnage and destruction on a battlefield. In contrast, the "vracinea" is among the weakest of the unidentified biotech war machines observed in the Pact Worlds. Sleek and stealthy, it darts in and out of enemy defenses while transmitting data to its pilot before departing. If discovered, the vracinea consumes itself to destroy records of the data it was carrying.

### ROBOTIC ADVANCED WAR MACHINE CREATURE 5

LARGE CONSTRUCT TECH

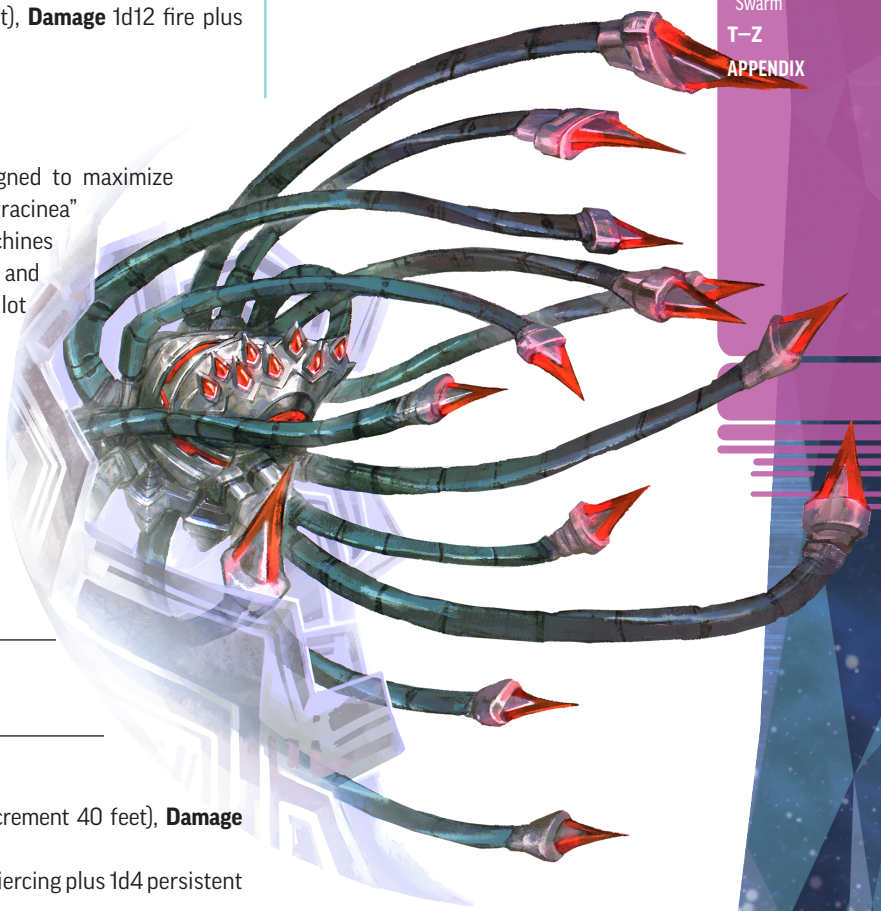
**Perception** +15; darkvision
**Languages** interstellar comms
**Skills** Acrobatics +12, Athletics +13, Stealth +10, Thievery +8
**Str** +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0
**Interstellar Comms** As robotic tactical war machine.

**AC** 21; **Fort** +15, **Ref** +12, **Will** +9
**HP** 77; **Resistances** bludgeoning 4
**Ballistic Defense Matrix** ↻

**Speed** 25 feet, climb 20 feet
**Melee** ❖ hammerfist +15, **Damage** 2d10+6 bludgeoning
**Ranged** ❖ flak thrower +13 (automatic [DC 19], range increment 40 feet), **Damage** 2d10 piercing plus 1d4 persistent bleed
**Auto-Fire** ❖❖ flak thrower (20-foot cone), **Damage** 2d10 piercing plus 1d4 persistent bleed (DC 19 basic Reflex save)
**Attack Pattern Alpha** ❖❖
**Hypersonic Burst** ❖❖ The war machine Steps or Strides twice. The war machine gains a +10-foot circumstance bonus to its Speed during these moves.

### CURSED BIOTECH?

While every corporation takes a different approach to designing their line of remote war machines, they all have one thing in common: a high number of mysterious employee deaths. Frequent on-site accidents combined with lead engineers and head scientists going missing or found dead in their homes with no apparent injuries have spawned rumors that the mysterious technology is cursed. More pragmatic explanations suggest corporate espionage or infiltration by the remote war machines' original creators. For now, the truth is classified.



BIOTECH ADVANCED WAR MACHINE

### WHISPERS FROM THE VOID

The biotech war machine captured near the *Idari* contained a fragment of psychic data that was extracted and decoded by experts from Castrovel. They hope to learn the machine's purpose, but so far have found only a cryptic cipher: "This shell serves."

## BIOTECH ADVANCED WAR MACHINE CREATURE 7

UNCOMMON LARGE CONSTRUCT COSMIC

**Perception** +20; darkvision

**Languages** interstellar comms

**Skills** Acrobatics +17, Athletics +13, Stealth +17, Survival +15, Thievery +13

**Str** +6, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0

**Interstellar Comms** As robotic tactical war machine.

**AC** 25; **Fort** +15, **Ref** +18, **Will** +12

**HP** 115; **Resistances** electricity 10

**Thermal Shadow** (aura, illusion) 10 feet. The war machine collects and reflects thermal energy to mask its presence. Any creatures targeting the war machine from outside the aura treats it as if it were concealed unless they possess scent or a non-visual–based sense.

**Corpse Flower ↻ Trigger** The war machine would be reduced to 0 Hit Points; **Effect** The war machine self-destructs, dealing 8d6 electricity damage (DC 25 Basic Reflex save) to all creatures in a 60-foot radius. For 1 minute after this ability is used, any creature that touches the war machine's remains is exposed to incredible radiation (*GM Core* 91).

**Reactive Strike ↻** (page 209)

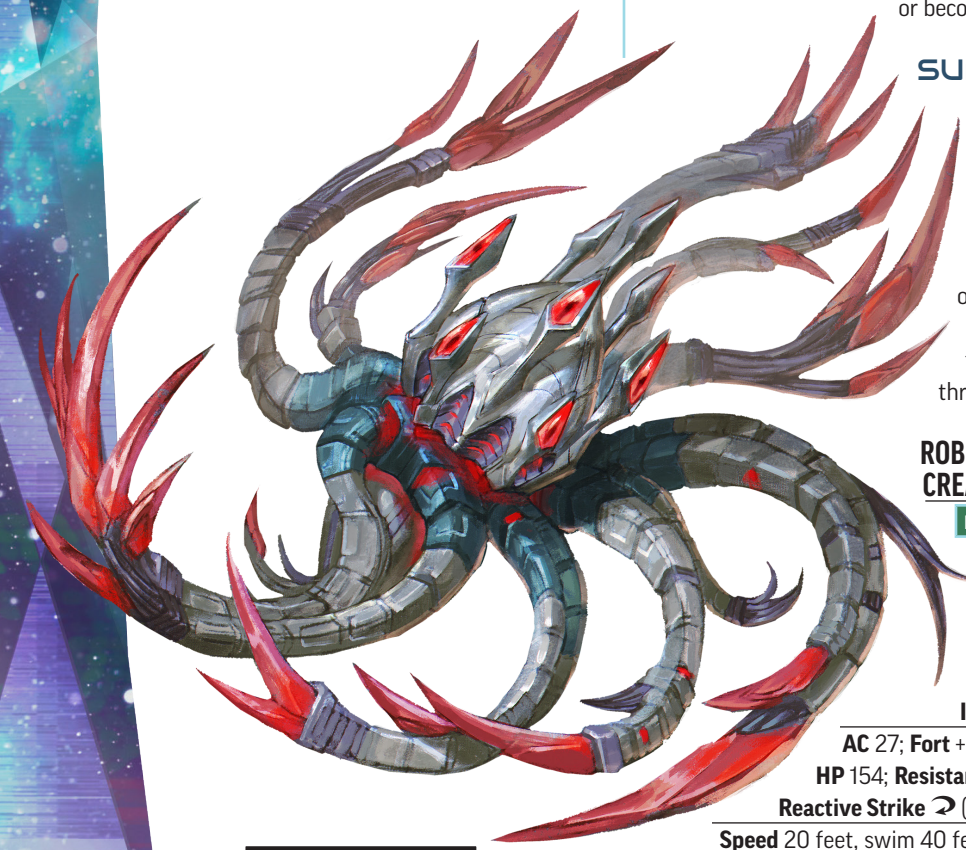
**Speed** 30 feet, fly 60 feet, swim 60 feet

**Melee ❖** tentacle +18 (modular B, P, or S; reach 10 feet), **Damage** 2d12+5 slashing

**Ranged ❖** aurora beam +16 (agile, range increment 100 feet), **Damage** 2d10+7 electricity plus transmit memory

**Hypersonic Burst ❖** As robotic advanced war machine.

**Transmit Memory** When a war machine makes an aurora beam Strike against a creature, it absorbs one of the target's memories and remotely transmits the information to its pilot. The target must succeed at a DC 25 Fortitude saving throw or become stupefied 1.



BIOTECH SUPERIOR WAR MACHINE

## SUPERIOR WAR MACHINES

Devised by engineers based on Kalo-Mahoi, the robotic war machine, code name "atlapak," was built for aquatic warfare. Just like its amphibious creators, the atlapak is equally proficient on land. Code name "ksarik" was first observed in a terrifying attack on a Diasporan mining outpost operated by Ulrikka Clanholdings. When unfurled for battle, the ksarik becomes a mass of spiked tentacles and glaring red sensors that can tear through platoons of troopers in minutes.

## ROBOTIC SUPERIOR WAR MACHINE CREATURE 9

LARGE CONSTRUCT TECH

**Perception** +21; darkvision

**Languages** interstellar comms

**Skills** Acrobatics +18, Athletics +20, Stealth +20, Thievery +13

**Str** +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +0, **Cha** +0

**Interstellar Comms** As robotic tactical war machine.

**AC** 27; **Fort** +21, **Ref** +18, **Will** +15

**HP** 154; **Resistances** bludgeoning 10

**Reactive Strike ↻** (page 209)

**Speed** 20 feet, swim 40 feet

**Melee ❖** trident +24 (reach 10 feet), **Damage** 2d12+12 piercing

**Ranged ❖** sonic snap +19 (deadly d12, range increment 100 feet, volley 30 feet), **Damage** 2d10+5 sonic

**Aquatic Armaments** The superior war machine's ranged Strikes are launched with such high velocity that they can be used underwater without penalty.
**Attack Pattern Gamma** ❖❖
**Hypersonic Burst** ❖ As robotic advanced war machine.

## BIOTECH SUPERIOR WAR MACHINE CREATURE 11

UNCOMMON | LARGE | CONSTRUCT | COSMIC

**Perception** +26; darkvision
**Languages** interstellar comms
**Skills** Acrobatics +19, Athletics +23, Stealth +21, Survival +16, Thievery +16
**Str** +7, **Dex** +5, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0
**Interstellar Comms** As robotic tactical war machine.

**AC** 31; **Fort** +24, **Ref** +21, **Will** +18
**HP** 192; **Resistances** electricity 12
**Thermal Shadow** (aura, illusion) 10 feet. As biotech advanced war machine.
**Corpse Flower** ↷ **Trigger** As biotech advanced war machine, but 12d6 electricity damage and DC 30.
**Reactive Strike** ↷ (page 209)

**Speed** 30 feet, fly 60 feet, swim 60 feet
**Melee** ❖ tentacle +27 (modular B, P, or S; reach 15 feet), **Damage** 2d12+16 slashing plus thoughtlance
**Ranged** ❖ aurora beam +24 (agile, range 100 feet), **Damage** 2d10+13 electricity
**Tentacle Flurry** ❖❖ The war machine makes a tentacle Strike against up to four creatures in reach, rolling the attack and damage roll only once for all targets.
**Thoughtlance** (curse) A creature touched by one of the war machine's tentacles must attempt a DC 30 Will save, becoming slowed 1 on a failure (or slowed 2 on a critical failure). Each time an affected creature ends its turn, its slowed valued decreases by 1.

## ELITE WAR MACHINE

The pinnacle of current robotic Pact Worlds military technology, the "aurovak" war machine was developed by a group of elven, formian, and lashunta engineers working together under a new united Castrovelian initiative.

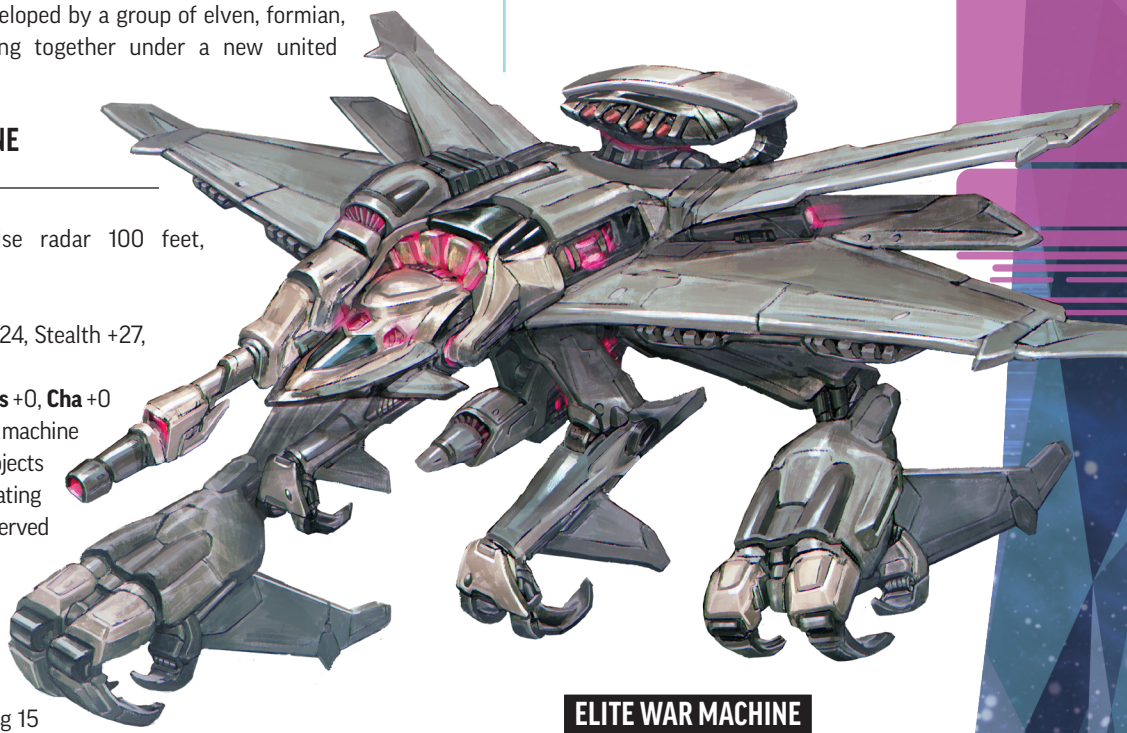
## ROBOTIC ELITE WAR MACHINE CREATURE 13

HUGE | CONSTRUCT | TECH

**Perception** +26; constant pulse radar 100 feet, darkvision
**Languages** interstellar comms
**Skills** Acrobatics +27, Athletics +24, Stealth +27, Thievery +19
**Str** +5, **Dex** +8, **Con** +5, **Int** +0, **Wis** +0, **Cha** +0
**Constant Pulse Radar** The war machine can detect all creatures and objects within 100 feet of itself, treating hidden, invisible, and unobserved creatures as concealed.
**Interstellar Comms** As robotic tactical war machine.

**AC** 33; **Fort** +23, **Ref** +26, **Will** +18
**HP** 233; **Resistances** bludgeoning 15
**Notch Position** ↷
**Reactive Strike** ↷ (page 209)

**Speed** 20 feet, fly 60 feet



ELITE WAR MACHINE

### SELF-DESTRUCTING PROTEIN CHAINS

One of the most difficult puzzles to solve when reverse-engineering biotech war machines is defusing their elegant self-destruct mechanisms. The current leading theory is that living protein chains are used in the remote war machines' operations, and when they "die," the proteins collapse upon themselves with enough energy to burn the biotech shell and release dangerous amounts of radiation.

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### WARP JUMPS

The probes later identified as biotech war machines weren't deployed by any visible ship, nor did they ping any Drift beacons—they seemingly materialized and vanished, producing no discernible magical signatures. A leading hypothesis asserts biotech war machines can fold space-time and make massive intergalactic or even transdimensional jumps.

**Melee** ❖ talon +27 (reach 10 feet), **Damage** 3d12+4 piercing
**Ranged** ❖ magnetic rifle +27 (range increment 120 feet), **Damage** 3d10+12 piercing
**Area Fire** ❖❖ frost cannon +25 (30-foot line), **Damage** 3d10+8 cold (DC 33 basic Reflex save)
**Aquatic Armaments** As robotic superior war machine.
**BVR Engagement** ❖❖
**Hypersonic Burst** ❖ As robotic advanced war machine.

## ULTIMATE WAR MACHINE

Only one member of the Stewards has ever encountered the biotechnical horror known as code name "moonflower" and lived to tell the tale—and only after they emerged from a months-long coma. According to her story, a single moonflower war machine was responsible for the massacre of Liavaran moon S-117, which used to house an entire Stewards deep space telescope array and planetary defense battery.

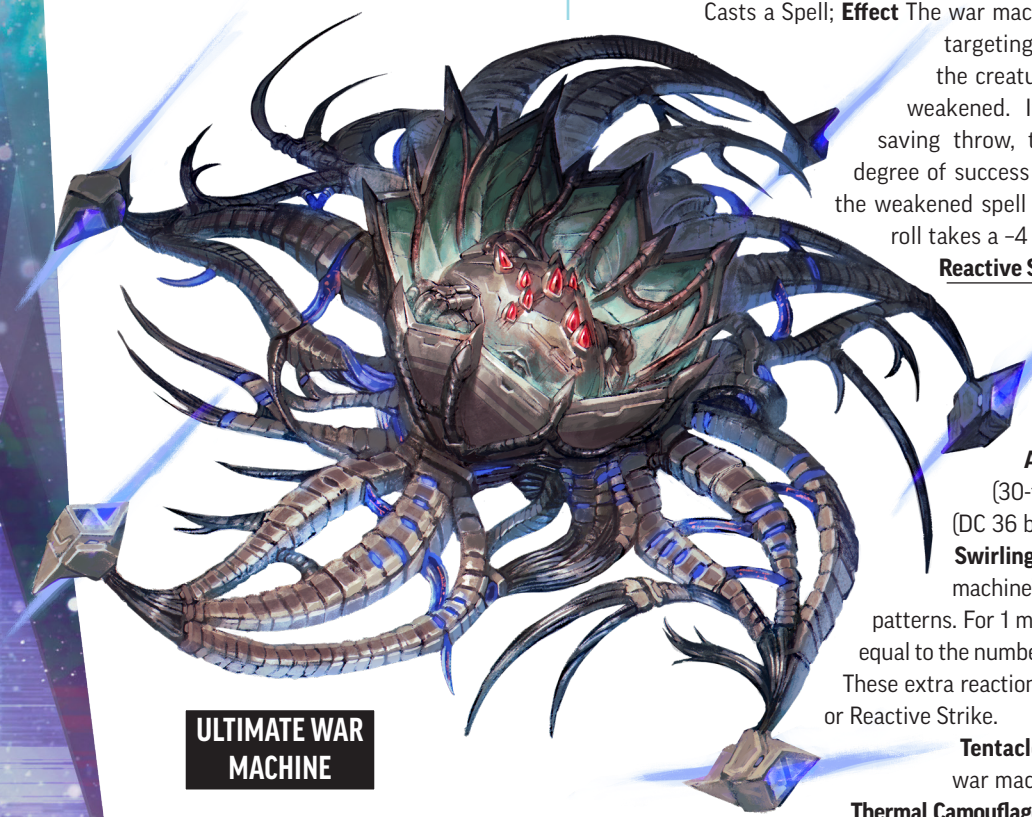
### BIOTECH ULTIMATE WAR MACHINE — CREATURE 15

UNCOMMON | GARGANTUAN | CONSTRUCT | COSMIC

**Perception** +32; constant pulse radar 100 feet, darkvision
**Languages** interstellar comms
**Skills** Acrobatics +30, Athletics +30, Stealth +27, Survival +25, Thievery +25
**Str** +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0
**Constant Pulse Radar** As robotic elite war machine.
**Interstellar Comms** As robotic tactical war machine.

**AC** 37; **Fort** +29, **Ref** +29, **Will** +26
**HP** 272; **Resistances** electricity 16
**Radio Silence** (aura, tech) 60 feet. As robotic tactical war machine.
**Corpse Flower** ↻ As biotech advanced war machine, but 16d6 electricity damage and DC 36.
**Psionic Flare** (mental) ↻ **Trigger** A creature within 60 feet of the war machine Casts a Spell; **Effect** The war machine fires a focused lightning beam targeting only the triggering creature. If the creature fails its save, the spell becomes weakened. If the weakened spell requires a saving throw, the target uses the outcome one degree of success better than the result of its roll. If the weakened spell requires a spell attack, that attack roll takes a –4 circumstance penalty.
**Reactive Strike** ↻ (page 209)

**Speed** 30 feet, fly 60 feet, swim 60 feet
**Melee** ❖ tentacle +36 (modular B, P, or S, reach 20 feet), **Damage** 4d12+6 slashing
**Area Fire** ❖❖ lightning beam +30 (30-foot line), **Damage** 3d12+8 electricity (DC 36 basic Reflex save)
**Swirling Shield** ❖ to ❖❖❖ The remote war machine's tentacles surround it in defensive patterns. For 1 minute, it gains a number of reactions equal to the number of actions spent on Swirling Shield. These extra reactions can be used only for Psionic Flare or Reactive Strike.
**Tentacle Flurry** ❖❖ As biotech superior war machine.
**Thermal Camouflage** ❖ **Frequency** once per hour; **Effect** the war machine becomes invisible for 1 minute or until it attempts to make a Strike.



ULTIMATE WAR MACHINE

# RENDWORM

A parasitic creature from the edge of the Pact Worlds, the rendworm has a sinuous, undulating body and fine quills that run in a frill down its back. Blue gray in color, it blends in with the frigid surroundings of its home territory, making it easy to overlook when setting up campsites. The short-lived creature needs a living host for its reproductive cycle and uses a chilling neurotoxin to paralyze, infect, and spread.

## RENDWORM CREATURE 3

TINY ABERRATION COLD

**Perception** +9; lifesense (precise) 30 feet (page 209)
**Skills** Acrobatics +9, Stealth +11
**Str** +1, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

**AC** 18; **Fort** +8, **Ref** +11, **Will** +6
**HP** 38; **Immunities** cold; **Weaknesses** fire 6

**Speed** 25 feet, burrow 20 feet
**Melee** ❖ quill +10 (agile, finesse), **Damage** 1d8+2 piercing plus numbing toxin
**Ranged** ❖ venom spit +10 (range increment 30 feet), **Damage** 1d6+2 poison plus numbing toxin
**Infest** ❖❖❖ The rendworm crawls into an orifice of a paralyzed or unconscious living creature with which it shares a space. The rendworm immediately dies and spreads itself through the creature's bloodstream, exposing it to rendworm infestation.
**Numbing Toxin** (cold, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 cold damage and slowed 1 (1 round); **Stage 2** 1d6 cold damage and slowed 2 (1 round); **Stage 3** 1d6 cold damage and paralyzed (1 round)
**Rendworm Infestation** (disease, virulent) **Saving Throw** DC 19 Fortitude; **Onset** 1 day; **Stage 1** stupefied 1 (1 day); **Stage 2** clumsy 1 and stupefied 1 (1 day); **Stage 3** target becomes a rendworm host

## CREATING A RENDWORM HOST

When affected by the final stage of rendworm infestation, rendworm larvae develop within the infected creature, transforming it into a rendworm host and releasing chemicals that trigger recklessness and delirium. Rendworm hosts can be identified by the bumpy, blue, winding rash that spreads over the host's body and the noticeable movement of wriggling creatures under the skin—a condition colloquially called "thorny rime."

You can turn an existing living creature into a rendworm host using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the aberration trait.
- The rendworm host gains resistance 5 to cold and weakness 5 to fire.

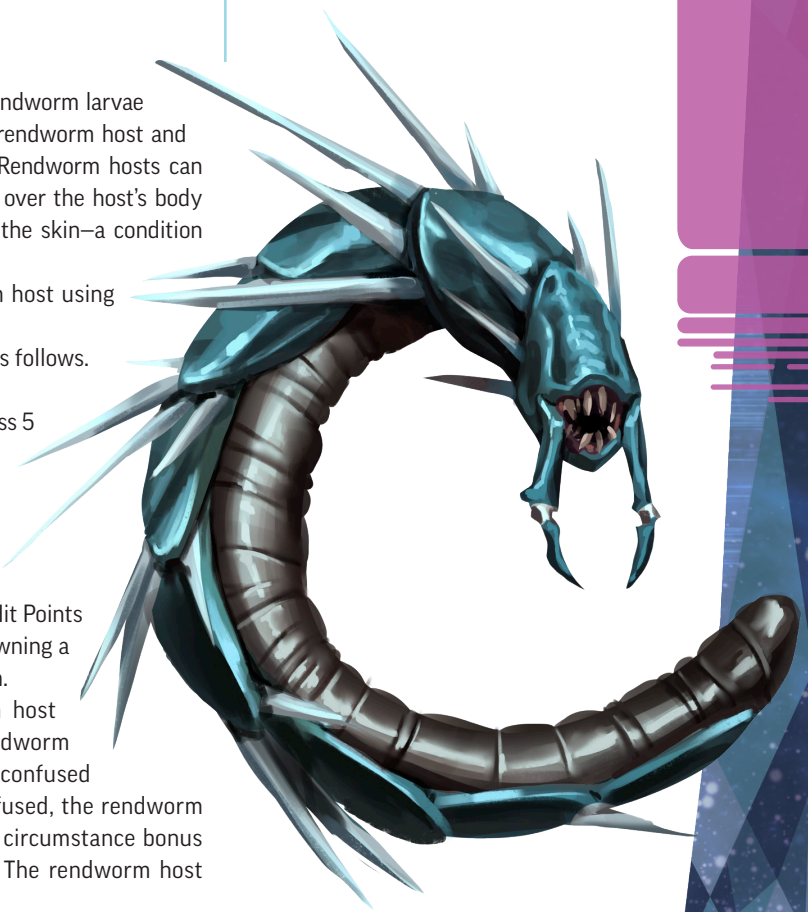
### Rendworm Host Abilities

All rendworm hosts gain the following abilities.

**Darkvision**
**Rendworm Eruption** When a rendworm host is reduced to 0 Hit Points by anything other than fire damage, its body ruptures, spawning a number of rendworms equal to half its level, rounded down.
**Self-Destructive Frenzy** ❖ **Requirements** The rendworm host isn't confused or already in a frenzy; **Trigger** The rendworm host takes damage; **Effect** The rendworm host gains the confused condition in a frenzy that lasts for 3 rounds. While confused, the rendworm host gains a +1 circumstance bonus to attack rolls, a +2 circumstance bonus to damage rolls, and a –2 circumstance penalty to AC. The rendworm host can't voluntarily stop this frenzy.

## GELID EDGE

Until recently, the frigid Gelid Edge was of little interest to settlers, miners, or galactic explorers. Records of rendworms in the area occurred only after prospectors in search of debris from the planet Aucturn flooded the Gelid Edge, suggesting the creature might have been created or mutated by exposure to the Newborn's influence.



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### OTHER RENKRODAS

There are dozens of renkroda species found on Castrovel alone, each adapted to a unique ecological niche and hunting tactic. A few other commonly encountered renkrodas are the burrowing horned renkrodas common in the Colonies, the amphibious sandscale renkrodas that live along the coasts of Asana, the toxic fanged renkrodas common in the jungle lowlands, and the extravagantly colorful frilled renkrodas known for their mesmerizing mating displays.

## RENKRODA

Renkrodas are a family of large dinosaur-like predators native to the planet Castrovel. They've spread beyond the jungle planet's boundaries thanks to smugglers, poachers, and ultra-wealthy big-game hunters. Bipedal and strong with long necks and decorative spines, renkrodas are best known for their terrifying roars, which they bellow frequently as a form of long-range communication and to scare away other predators and scavengers. Over a dozen species of renkrodas exist, each specially adapted to their environment or ecological niche.

### WHISKERED RENKRODA

The smallest of all renkrodas, whiskered renkrodas have adapted to move easily through dense jungles and forests and blend in amid the vibrant green flora. Whiskered renkrodas have whisker-like antennae growing from their chins that detect vibrations, enabling them to detect prey hiding amid the dense foliage. When they spot their prey, renkrodas charge into the fray and slam into their prey with enough force to topple trees or vehicles. Occasionally, whiskered renkrodas live and hunt in packs, to better protect themselves from larger predators.

**WHISKERED RENKRODA** **CREATURE 5**

LARGE ANIMAL

**Perception** +10; low-light vision, motion sense (imprecise) 60 feet
**Skills** Acrobatics +12, Athletics +14, Stealth +12, Survival +10
**Str** +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** +0
**Motion Sense** A whiskered renkroda can sense nearby creatures through vibration and air or water movement as an imprecise sense at the listed range.

**AC** 22; **Fort** +15, **Ref** +12, **Will** +8
**HP** 90
**Circling Reposition** ↷ **Trigger** A creature ends its movement within the whiskered renkroda's reach; **Effect** The whiskered renkroda circles its prey, Striding up to its Speed. The renkroda must move to a location where the triggering creature is within its reach.

**Speed** 40 feet; forest passage
**Melee** ❖ jaws +14 (reach 10 feet), **Damage** 2d8+7 piercing
**Melee** ❖ body +14, **Damage** 2d6+7 bludgeoning plus Knockdown (page 209)
**Ranged** ❖ pungent spit +13 (range increment 30 feet), **Damage** 2d4+4 poison
**Forest Passage** The whiskered renkroda ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth.
**Terrifying Roar** ❖❖ (auditory, emotion, fear, mental) The whiskered renkroda bellows ferociously. Each non-renkroda creature within 60 feet must attempt a DC 22 Will save. The creature is then temporarily immune for 10 minutes.
**Critical Success** The creature is unaffected.
**Success** The creature is frightened 1.
**Failure** The creature is frightened 2.
**Critical Failure** The creature is frightened 3.
**Upending Charge** ❖❖ The whiskered renkroda charges forward and slams into its prey. It Strides twice. If the whiskered renkroda ends its movement with an enemy within its reach, it makes a body Strike against that enemy. On a hit, the enemy is knocked prone.

WHISKERED RENKRODA

### WHIPTAIL RENKRODA

Whiptail renkrodas live along mountain slopes and rocky foothills, nesting in dark caves and rocky crags. They soar through the skies on powerful wings and attack with their long, lashing tails, which can coil around their prey like a whip. Many an unlucky traveler has been lashed by a whiptail renkroda's tail, hauled up into the air, and dropped to their death.

## WHIPTAIL RENKRODA CREATURE 10

HUGE ANIMAL

**Perception** +16; low-light vision
**Skills** Acrobatics +21, Athletics +21, Stealth +21, Survival +16
**Str** +7, **Dex** +7, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

**AC** 29; **Fort** +19, **Ref** +21, **Will** +14
**HP** 215

**Twisting Tail** ↷ **Trigger** A creature within reach of the whiptail renkroda's tail uses a move action or leaves a square during a move action it's using; **Effect** The whiptail renkroda Strikes the target with its tail. If it hits, the whiptail renkroda disrupts the creature's action.

**Speed** 30 feet, fly 50 feet
**Melee** ❖ jaws +23 (reach 15 feet), **Damage** 2d12+10 piercing
**Melee** ❖ tail +23 (reach 20 feet, sweep), **Damage** 2d10+10 bludgeoning plus Improved Grab (page 209)
**Aerial Predator** When a whiptail renkroda has a Medium or smaller creature grabbed, its Grab doesn't end if it moves away. Instead, when it moves, it carries the grabbed creature with it.
**Fling** ❖ **Requirements** A creature is grabbed in the whiptail renkroda's tail; **Effect** The whiptail renkroda flings the creature through the air, launching the creature up to 10 feet up from its tail and 30 feet away. The creature takes falling damage accordingly. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage (DC 26 basic Reflex save).
**Terrifying Roar** ❖❖ As whiskered renkroda, but DC 29.

## SPINED RENKRODA

Thickly built and burly, spined renkrodas live on open plains, mesas, and plateaus. Unlike most renkrodas, their frill is a deadly weapon, lined with hundreds of foot-long spines that serve as an excellent defense—and a deadly weapon.

## SPINED RENKRODA CREATURE 12

HUGE ANIMAL

**Perception** +19; low-light vision, scent (imprecise) 60 feet
**Skills** Acrobatics +22, Athletics +25, Survival +20
**Str** +7, **Dex** +5, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

**AC** 32; **Fort** +25, **Ref** +22, **Will** +19
**HP** 225

**Spine Deflection** ↷ **Requirements** The spined renkroda's spines are bristled; **Trigger** The spined renkroda would be hit by a ranged Strike, but the damage hasn't been rolled yet; **Effect** The spined renkroda twists its body, deflecting part of the attack with its spines, and gains resistance 10 to the triggering damage. Its spines are no longer bristled.

**Speed** 30 feet
**Melee** ❖ jaws +26 (reach 15 feet), **Damage** 3d10+13 piercing
**Melee** ❖ spine +26 (agile, reach 10 feet), **Damage** 3d6+13 piercing plus 1d6 persistent bleed
**Ranged** ❖ spine +24 (propulsive, range increment 60 feet), **Damage** 3d6+9 piercing
**Bristle** ❖ The spined renkroda bristles its spines and adopts a defensive posture, gaining a +2 circumstance bonus to AC until it uses a move action, uses Spine Deflection, or makes any Strike other than a spine Strike. Any creature that attempts a melee attack against the spined renkroda takes 3d6 piercing damage, regardless of whether the attack hits.
**Spine Barrage** ❖❖ The spined renkroda makes three ranged spine Strikes.
**Terrifying Roar** ❖❖ As whiskered renkroda, but DC 32.

### RENKRODA DENS

Renkrodas live in dens, usually located in a crevasse, cave, nook, overhang, or simply sheltered divot they've scratched into the ground. While they hunt wherever they find prey, they prefer to carry smaller meals to their den for later consumption. As such, it's possible to recover the remains or damaged belongings of the people renkrodas have killed—as long as you act quickly! Renkrodas rarely keep these stockpiled meals around long.

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### TAILORED KILLER

In addition to having their shells built to resemble robots that their target might not otherwise pay any notice to, these machines can also be customized with weaponry particularly suited against their target. Rumors persist of advanced demolition robots that come without a shell and are designed to incapacitate other robots, hollow out their casings, and take them as their own

## ROBOT, ASSASSIN

In some societies, machines automate many processes. It only makes sense, then, that some would attempt to automate the act of murder. Most manufacturers would never admit to creating such designs, forcing wealthy figures to go through hidden channels to acquire units from secret facilities or unscrupulous manufacturers. Regardless of their origins, these robots can be programmed with a target and set loose, the owner assured that either their target will be dead or will be unable to prove who tried to kill them thanks to the unit's fried circuitry.

### DEMOLITION-CLASS ASSASSIN ROBOT

Named for their tendency toward extreme violence and aggressiveness, demolition robots nevertheless start their mission with stealth being a priority. Outwardly, these robots conceal their true nature with an outer casing resembling that of industrial, civic, or even domestic robots and drones.

Once the target has been detected, all stealth flies out the window as these killer machines unfurl their weapons and sensory suite from hidden panels and rush toward the mark at full speed. With their encyclopedic data banks on the stress points and emergency release mechanisms of most doors, only the most solid barriers can hold them at bay for long.

**DEMOLITION-CLASS ASSASSIN ROBOT** **CREATURE 5**

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +15; darkvision

**Skills** Athletics +13, Deception +13, Stealth +12, Survival +12

**Str** +5, **Dex** +3, **Con** +4, **Int** +2, **Wis** –3, **Cha** +1

**Items** integrated commercial breaching gun (20 projectiles), integrated tools appropriate for disguise shell

**AC** 21; **Fort** +15, **Ref** +12, **Will** +7

**HP** 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, void, vitality; **Weaknesses** electricity 6

**Burn Protocol** The circuitry of an assassin robot self-destructs upon the robot's destruction, making tracing its owner extremely difficult. Add 10 to the DC of a Computers check to recover data from a destroyed assassin robot.

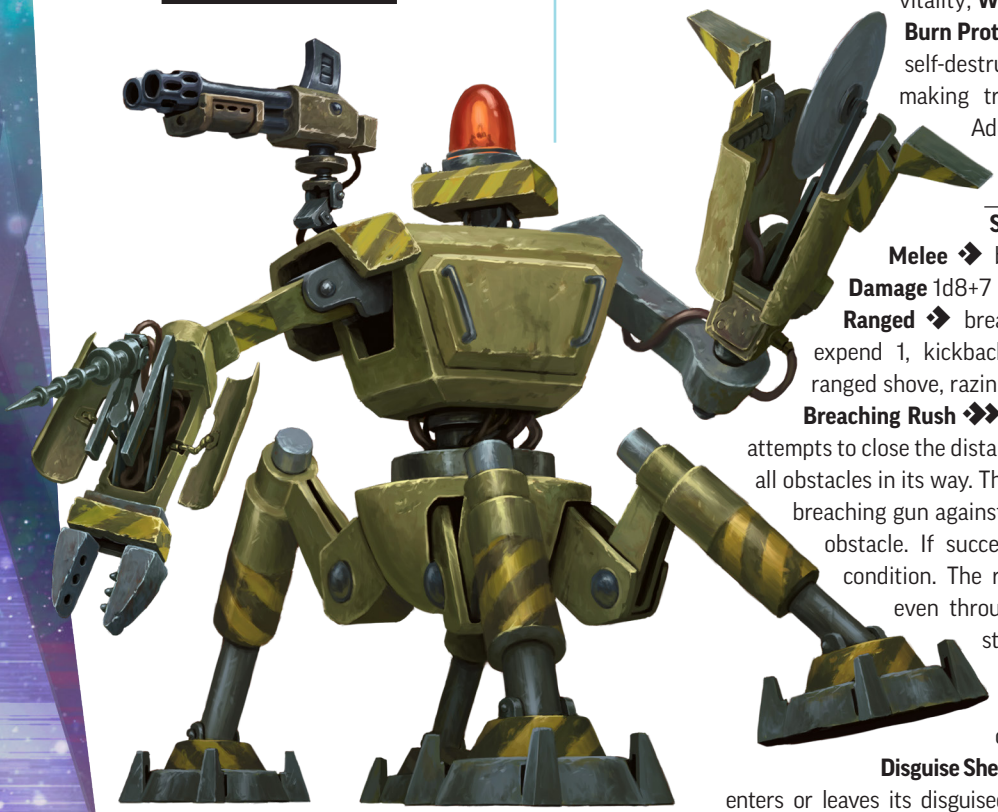
**Speed** 40 feet

**Melee** ❖ blade arm +15 (analog, versatile P), **Damage** 1d8+7 slashing

**Ranged** ❖ breaching gun +13 (analog, concussive, expend 1, kickback, mag 3, range increment 15 feet, ranged shove, razing, reload 1), **Damage** 1d10+2 piercing

**Breaching Rush** ❖❖❖ The demolition-class assassin robot attempts to close the distance between it and its target, removing all obstacles in its way. The robot makes a ranged Strike with its breaching gun against the Force Open DC of a door or other obstacle. If successful, the obstacle gains the broken condition. The robot then Strides twice toward (and even through) the obstacle, but if the obstacle still bars the robot's movement, it stops adjacent to the obstacle and attempts an Athletics check to Force Open the obstacle with a +4 circumstance bonus.

**Disguise Shell** ❖ The demolition-class assassin robot enters or leaves its disguised form. While in its disguised form, it



DEMOLITION-CLASS ASSASSIN ROBOT

loses the ability to make Strikes or use its Breaching Rush ability, but it becomes indistinguishable from a noncombatant robot or drone model that it's based on; it gets an automatic result of 33 on Deception checks and DCs to pass as a robot of that model. Damage to the robot can prevent this disguise from being effective at the GM's discretion.

**Sneak Attack** The demolition-class assassin robot's Strikes deal an additional 2d6 precision damage to off-guard creatures.

**Target Tracking** ❖ The demolition-class assassin robot establishes a target lock on a creature it can see within 120 feet. The creature can't become concealed against the robot or Create a Diversion against the robot. This ability lasts until the robot loses line of sight with the target or the target otherwise becomes hidden.

## ELIMINATION-CLASS ASSASSIN ROBOT

Elegant and deadly, elimination models rely upon their stealth fields to keep foes guessing and strike where least expected. Their advanced intelligence gives them the capacity to set up more complex ambushes as well as react to changes in the situation as needed and handle requests from the client. This could mean making the killing as subtle or as gruesome as possible, depending on the intent and message intended.

### ELIMINATION-CLASS ASSASSIN ROBOT CREATURE 9

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +21; darkvision, low-light vision

**Skills** Acrobatics +18, Deception +20, Stealth +20, Survival +18

**Str** +3, **Dex** +6, **Con** +4, **Int** +1, **Wis** –3, **Cha** +1

**Items** integrated advanced nano-edge rapier, integrated advanced semi-auto pistol (25 projectiles), advanced shirren-eye rifle (10 projectiles)

**AC** 27; **Fort** +18, **Ref** +21, **Will** +15

**HP** 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, void, vitality; **Weaknesses** electricity 10

**Burn Protocol** As demolition-class assassin robot.

**Accelerated Response** ↷ **Trigger** The target of the elimination-class assassin robot's Target Tracking attempts a Strike against the robot; **Effect** The robot reads its target's movements, gaining a +2 circumstance bonus to AC against the triggering Strike.

**Speed** 40 feet, climb 40 feet

**Melee** ❖ nano-edge rapier +21 (analog, deadly d8, disarm, finesse, tracking +1), **Damage** 2d6+7 piercing

**Ranged** ❖ semi-auto pistol +21 (analog, expend 1, mag 10, range increment 60 feet, reload 1, tracking +1), **Damage** 2d6+4 piercing

**Ranged** ❖ shirren-eye rifle +21 (analog, expend 1, fatal d12, kickback, mag 1, range increment 100 feet, reload 1, tracking +1, unwieldy, volley 30 feet), **Damage** 2d10+4 piercing

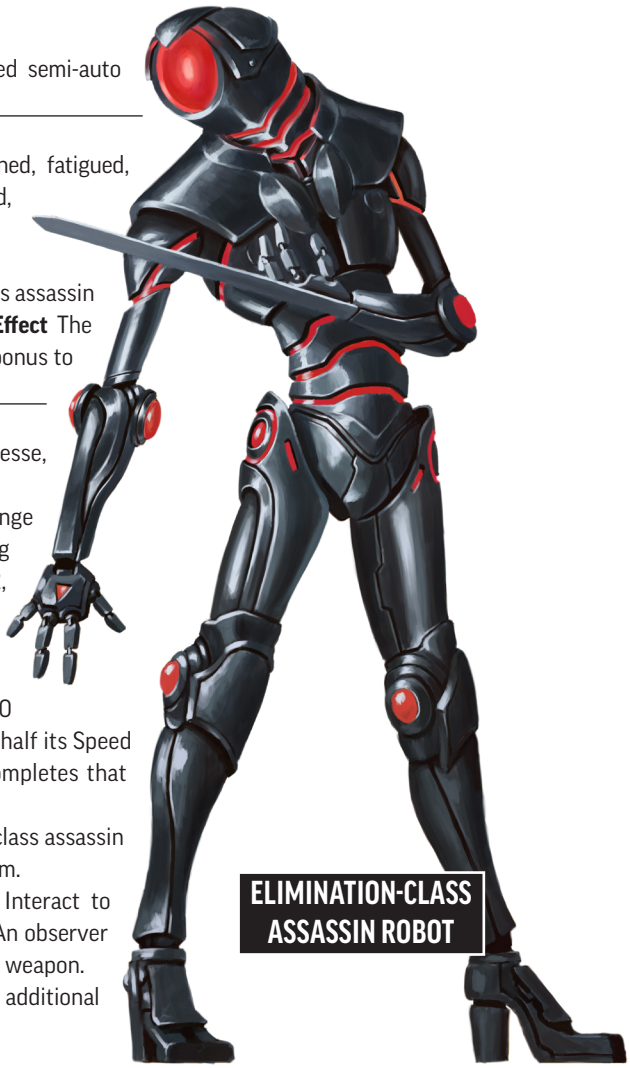
**Holographic Camouflage** ❖ **Frequency** once per hour; **Effect** The elimination-class assassin robot becomes invisible for 10 minutes. If the robot uses a hostile action or moves more than half its Speed in a single action, the robot becomes visible again after it completes that action.

**Nanite Surge** ❖❖ **Frequency** once per day; **Effect** The elimination-class assassin robot restores 45 Hit Points to one technological creature or item.

**Retractable Weapons** The elimination-class assassin robot can Interact to draw or retract any of its integrated weapons as a free action. An observer must succeed at a DC 40 Perception check to notice a retracted weapon.

**Sneak Attack** The elimination-class assassin robot's Strikes deal an additional 3d6 precision damage to off-guard creatures.

**Target Tracking** ❖ As demolition-class assassin robot.



ELIMINATION-CLASS ASSASSIN ROBOT

### LOOSE ENDS

The existence of SROs means there's always a chance that an assassin robot might suddenly gain sapience, creating a problem for the owner. As such, most of these robots are scheduled for destruction soon after their first mission, but some remain in the field long enough to awaken to self-awareness. Most undergo heavy self-modification to remove and replace any semblance of their former "profession," while others take a great risk by hiring themselves out as mercenary assassins.

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### CALLING FOR BACKUP

Ordinance-class civil robots usually operate individually, but they're never far away from assistance. When help is needed, an ordinance-class civil robot can wirelessly contact allied robots in the vicinity. The types of robots that commonly respond to the call tend to be security robots (page 162), and non-robotic security forces might accompany them.

Ordinance-class civil robots have access to criminal databases and are often consulted by bounty hunters to gain information on targets. However, such requests must be approached either in a roundabout manner or by hacking the robot.

## ROBOT, CIVIL

Civil robots can be found in almost any large settlement, employed by the local government. They aren't meant to function as keepers of the peace, but instead perform minor functions, such as collecting refuse, aiding citizens with information, or collecting taxes. However, they can still defend themselves against vandals if necessary.

### ORDINANCE-CLASS CIVIL ROBOT

Ordinance-class civil robots exist to help others learn the local laws, navigate around a location, and generally remind everyone to follow the rules. What they lack in raw strength, they make up for with an extensive database of knowledge. Most of these robots are designed to mimic the shape of prevalent humanoid ancestries, and thus the standard configuration for such robots includes two arms and two legs. Some have been modified with extra attachments, providing maps produced from a rectangular opening in their chest plate or featuring touchscreens that allow passersby to consult every ordinance, law, and other legal documents relevant to the area.

Some pranksters enjoy leaving doodles and other drawings in spots the robot can't easily detect, and thus an ordinance-class civil robot that has been operating for an extensive period of time can be found with a rainbow of shapes, colors, and the occasional advertisement placed on its back.

**ORDINANCE-CLASS CIVIL ROBOT** **CREATURE 0**

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +6; darkvision

**Languages** Common

**Skills** Athletics +5, Diplomacy +6, Intimidation +5, Legal Lore +6, Settlement Lore +6

**Str** +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0

**Items** commercial flashlight (1 commercial battery), commercial medkit, integrated commercial pulsecaster pistol (2 commercial batteries)

**AC** 14; **Fort** +9, **Ref** +7, **Will** +3

**HP** 18; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, void, vitality; **Weaknesses** electricity 2

**Exigency** ↷ **Frequency** once every 10 minutes; **Trigger** A creature targets the robot with an attack; **Effect** The robot overclocks its processing power to dodge, gaining a +2 circumstance bonus to its AC against the triggering attack.

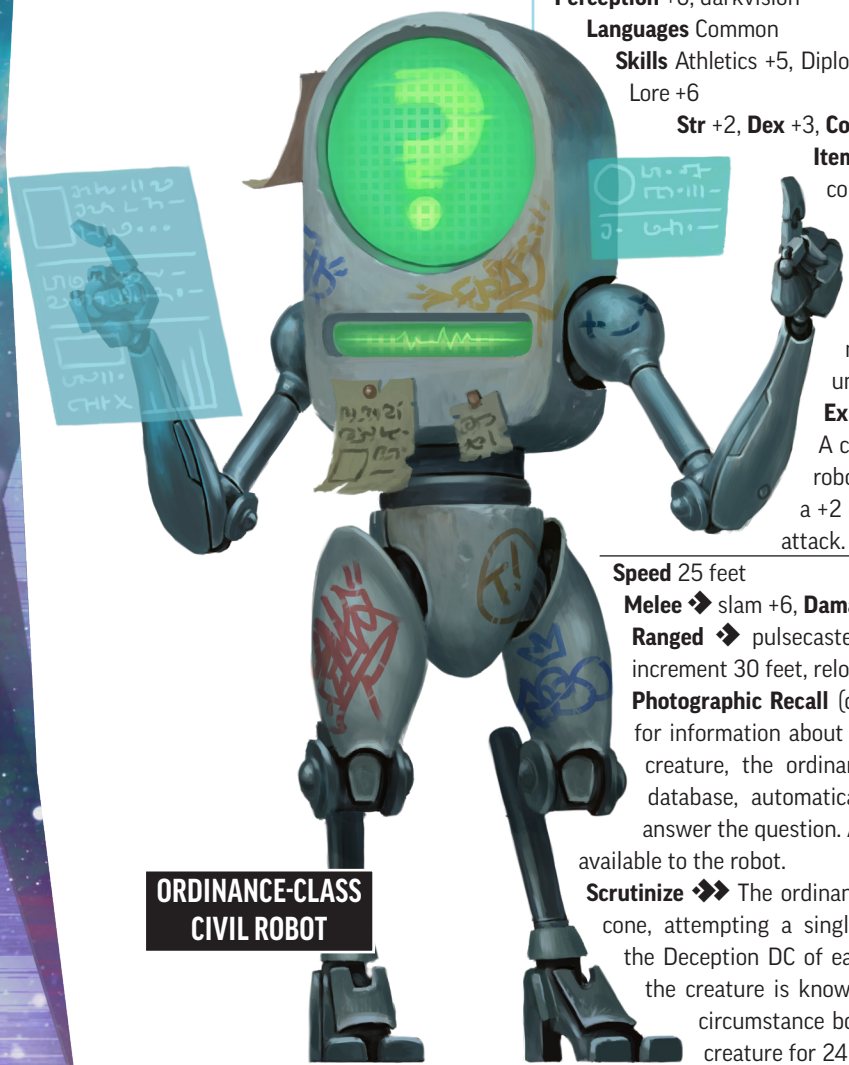
**Speed** 25 feet

**Melee** ❖ slam +6, **Damage** 1d4+2 bludgeoning

**Ranged** ❖ pulsecaster pistol +7 (expend 2, mag 10, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

**Photographic Recall** (concentrate, exploration) After receiving a request for information about a named location or a local law from a non-hostile creature, the ordinance-class robot spends 5 minutes to consult its database, automatically succeeding at a Recall Knowledge check to answer the question. At the GM's discretion, the information might not be available to the robot.

**Scrutinize** ❖❖ The ordinance-class civil robot scans all creatures in a 15-foot cone, attempting a single Legal Lore check and comparing the result to the Deception DC of each creature in the area. If the robot succeeds and the creature is known to have broken local laws, the robot gains a +1 circumstance bonus to Strikes and Athletics checks to Grapple the creature for 24 hours.



ORDINANCE-CLASS CIVIL ROBOT

## TAX-CLASS CIVIL ROBOT

Robotic tax collectors are used to track down debtors with outstanding payments and harass them into paying what they owe. AbadarCorp was the first such entity to utilize the technology and owns, operates, and rents a majority of the tax-class civil robots in the Pact Worlds to this day. AbadarCorp takes a portion of the payment and monitors their robots to make sure the transaction is legal, adding to the perceived legitimacy of these devices and shame of being followed by one in public. The robots will usually leave once given a small portion of the payment, often enough to pay any late fees, fines, and the cost of using the robot just to remind the debtor of their obligations; they're often treated as a minor but embarrassing nuisance and paid to leave without any trouble. Robots repurposed by loan sharks are often accompanied by other agents and programmed to collect payment in full.

### TAX-CLASS CIVIL ROBOT — CREATURE 1

MEDIUM | CONSTRUCT | ROBOT | TECH

**Perception** +7; darkvision

**Languages** Common

**Skills** Athletics +6, Computers +4, Diplomacy +3, Intimidation +5, Accounting Lore +7, Legal Lore +7, Society +5, Survival +5, Thievery +3

**Str** +3, **Dex** +0, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0

**Items** integrated commercial infiltrator's toolkit, integrated commercial pulsecaster pistol (2 commercial batteries), integrated datapad, integrated commercial hacking toolkit

**AC** 14; **Fort** +7, **Ref** +3, **Will** +6

**HP** 26; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 3

**Tax Collector** A tax-class civil robot can be placated by paying the fees, fines, or taxes it seeks to collect by offering the robot a credstick with an Interact action. If the robot takes a target's equipment (see repossession), it will count half the equipment's value toward the total tax owed. A creature can attempt a 3-action activity to fool the robot by Hacking it using a hacking toolkit and succeeding at a DC 18 Computers or Accounting Lore check. Programmed to accept many forms of payment, the robot takes a –2 penalty to AC and saving throws against actions that use a Computers check, such as the Combat Hack skill feat.

**Reactive Disarm** ↻ **Trigger** A creature within the robot's reach attempts a melee or ranged Strike against the tax-class civil robot with a held weapon; **Effect** The robot uses its gasping hook to attempt to Disarm the triggering creature's weapon with a +1 circumstance bonus to its check.

**Speed** 25 feet

**Melee** ❖ grasping hook +7 (disarm, reach 15 feet), **Damage** 1d4+3 bludgeoning

**Ranged** ❖ pulsecaster pistol +5 (expend 2, mag 10, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

**Repossession** When a tax-class civil robot succeeds at a check to Steal or critically succeeds at a check to Disarm an item, it immediately picks up the item (if necessary) and stows it in a lockbox in the robot's frame. The robot can open the lockbox with a single Interact action without difficulty, but others must Pick the Lock (DC 18); a creature that attempts to do so while the tax-class civil robot is aware takes a –4 circumstance penalty to the check.

TAX-CLASS CIVIL ROBOT

### CALCULATING FAIR TAXES

Tax collector robots might be sent after PCs to request any amount of money to fulfill their role in a story. Most 1st-level PCs can subdue a robot by paying 10 credits, but for higher-level PCs, a fair tax and processing fee would be one-tenth the Currency per Additional PC listed on the Party Treasure by Level table in *GM Core* on page 59.

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### STOLEN DATA

Snoop-class infiltrator robots can be sent on a number of stealthy missions, but the most common involve the robot entering a secure data storage facility undetected, interfacing with the main servers, downloading vital data, and escaping unseen. The robot's handlers then retrieve the robot to copy the stolen data. Occasionally, they forget to erase the robot's memory cache, leaving the robot to contain a wealth of data just waiting to be discovered.

# ROBOT, INFILTRATOR

Brought to the forefront during the war against the Veskarium, and further perfected by various corporate interests within the Pact Worlds, infiltrator robots are known for being able to get into places where no one else could. Generally small and agile, infiltrator robots sneak into enemy territory and either download precious data or record incriminating evidence.

## INFILTRATOR ROBOT ABILITIES

Infiltrator robots have many tools at their disposal, and few models are the same. Some closely resemble other robots, such as civil robots or soldier robots, but have additional abilities related to infiltration. You can customize any robot to be better at infiltration by giving it one or more of the following abilities, or by swapping its attacks with those of the infiltrator robots presented here. Be sure to evaluate your custom creature holistically using the creature building guidelines in *GM Core*.

**Integrated Infiltration Gear** The robot has an integrated commercial infiltrator's toolkit (or tactical infiltrator's toolkit if it's at least 7th level) and an integrated commercial hacking toolkit (or tactical hacking toolkit if it's at least 7th level, or advanced hacking toolkit if it's at least 9th level).

**Reactive Camouflage** The robot comes packaged with photosensitive reflectors on its exterior panels. It can Hide even without cover or concealment.

## SNOOP-CLASS INFILTRATOR ROBOT

Not a front-line combatant, an infiltrator robot's primary tactic is to quietly enter a location, use its sleeping gas bombs to disable those guarding its target, and collect its payload. The leadership of the Pact Worlds found that the snoop-class infiltrator robot could have other, darker tasks during the Silent War: its reactive camouflage could help it transport deadly explosives to sabotage ships, shipyards, and other military installations.

### SNOOP-CLASS INFILTRATOR ROBOT — CREATURE 2

SMALL | CONSTRUCT | ROBOT | TECH

**Perception** +11; darkvision

**Skills** Acrobatics +8, Computers +7, Deception +7, Stealth +8, Thievery +8

**Str** +0, **Dex** +4, **Con** +0, **Int** +3, **Wis** +0, **Cha** +1

**Items** integrated commercial crossbolter (12 projectiles), integrated commercial hacking toolkit, integrated commercial infiltrator's toolkit

**AC** 18; **Fort** +5, **Ref** +11, **Will** +8

**HP** 25; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 3

**Reactive Camouflage**

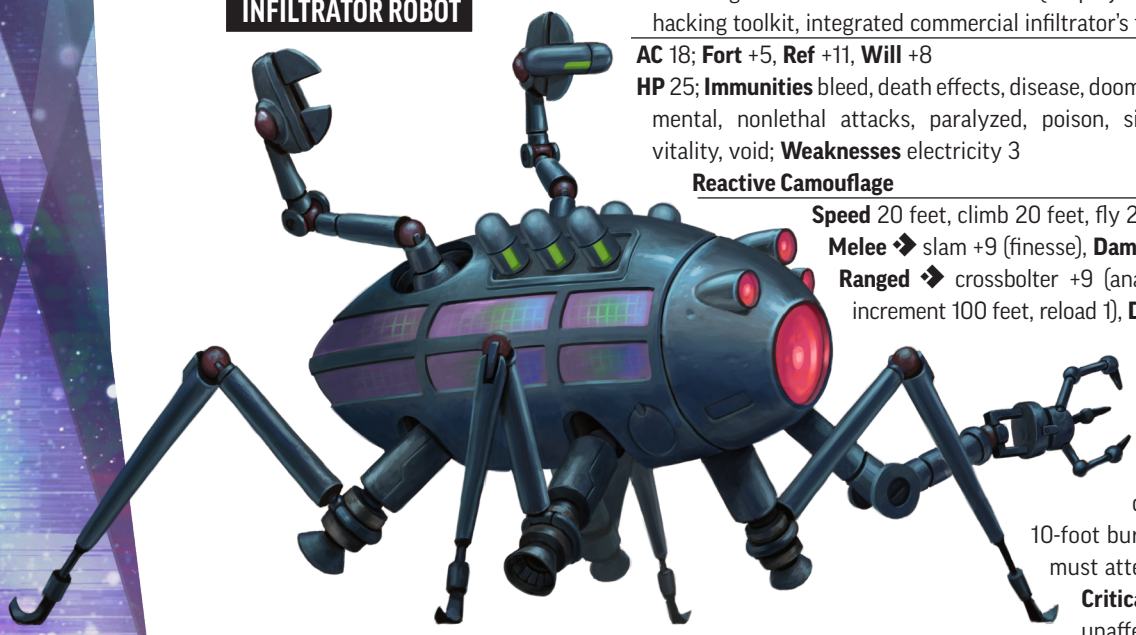
**Speed** 20 feet, climb 20 feet, fly 20 feet

**Melee** ❖ slam +9 (finesse), **Damage** 1d8+2 bludgeoning

**Ranged** ❖ crossbolter +9 (analog, expend 1, mag 1, range increment 100 feet, reload 1), **Damage** 1d10+2 piercing

**Sleeping Gas Bomb** ❖❖ (attack, incapacitation, inhaled, mental, sleep) The infiltrator robot fires a bomb within 30 feet that disperses sleeping gas in a 10-foot burst. Each creature in the area must attempt a DC 18 Fortitude save.

**Critical Success** The creature is unaffected.



SNOOP-CLASS INFILTRATOR ROBOT

**Success** The creature takes a –1 status penalty to Perception checks for 1 round.
**Failure** The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.
**Critical Failure** The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

## EMISSARY-CLASS INFILTRATOR ROBOT

While many of the earliest infiltrator robots were designed for more direct stealth missions, the emissary-class infiltrator robots were created for more insidious tasks. These include planting evidence, spreading rumors and propaganda, and generally creating unrest or fomenting open rebellion.

Programmed with a sophisticated virtual intelligence and constructed with the ability to disguise itself as a creature of flesh and blood, an emissary-class infiltrator robot can wreak havoc on an organization or settlement without ever having to engage in combat. They are considered the ultimate tool in corporate or governmental espionage and fetch a high price on most illegal markets.

### EMISSARY-CLASS INFILTRATOR ROBOT CREATURE 11

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +24; darkvision
**Languages** Common plus up to three other languages
**Skills** Acrobatics +23, Computers +21 (+22 to Hack), Deception +26, Diplomacy +23, Intimidation +23, Society +21, Stealth +23, Thievery +23
**Str** +1, **Dex** +5, **Con** +2, **Int** +3, **Wis** +1, **Cha** +7
**Items** advanced hacking toolkit, tactical infiltrator's toolkit, advanced puzzleblade, advanced semi-auto pistol (25 projectiles)
**Adaptive Disguise** An emissary-class infiltrator robot is covered in a layer of synthetic programmable skin that counts as a disguise kit. The robot can alter the skin over the course of a minute to Impersonate a Medium humanoid ancestry or specific person (if it has information about that person or has previously interacted with them). If the robot makes a retractable spike Strike or uses Morphing Visage, it takes a –4 circumstance penalty to its Deception DCs and skill checks to Impersonate against any who witnessed the action.

**AC** 31; **Fort** +18, **Ref** +24, **Will** +21
**HP** 150; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 10

**Speed** 30 feet
**Melee** ❖ puzzleblade +22 (analog, breakdown, kasatha), **Damage** 2d8+7 slashing
**Melee** ❖ retractable spike +24 (agile, finesse), **Damage** 3d6+7 piercing
**Ranged** ❖ semi-auto pistol +24 (analog, expend 1, mag 10, range increment 60 feet, reload 1), **Damage** 2d6+6 piercing
**Exploit Nausea** An emissary-class infiltrator robot's Strikes deal an additional 3d6 precision damage to sickened creatures.
**Morphing Visage** ❖❖ (concentrate, emotion, mental, visual) By sending ripples through its synthetic skin, the emissary-class infiltration robot creates a nauseating display that affects all creatures within 20 feet that can see it. Each creature in the area must attempt a DC 30 Will save.
**Critical Success** The creature is unaffected and becomes immune to the robot's Morphing Visage for 10 minutes.
**Success** The creature is unaffected.
**Failure** The creature is sickened 1.
**Critical Failure** The creature is sickened 2.

### SYNTHSKIN

The creation of an emissary-class infiltration robot's synthetic skin can be traced back to life-saving skin-grafting techniques that were likely pioneered before the Gap. With the rise of nanotechnology, clever scientists discovered a way to make this material infinitely programmable. Luckily, synthskin isn't commercially available, and the methods of its construction are kept as tightly held secrets by corporations and governments alike.

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### ABADARCORP APPROVED!

Most robots found throughout the Pact Worlds are the product of AbadarCorp or one of its many subsidiary companies. While this means that consumers get guaranteed quality, it also means that expert infiltrators know what to look for in these specific brands of automatons.

## ROBOT, SECURITY

Security robots are ubiquitous throughout industrialized space and have major presences in both the Pact Worlds and Veskarium, employed and customized by corporations and private citizens alike.

While most soldier robot models are built to be as destructive as possible, and elimination robots are designed to kill, security robots usually have fail-safes programmed into their behavior to prevent them from causing any more violence than is necessary to perform their designated security function. This makes them especially useful in cities, where unintended destruction might harm bystanders or cause legal issues, and even on starships, where a stray laser blast might cause serious damage to vital starship systems.

### SECURITY ROBOT ABILITIES

Security robots come in a wide variety of makes and models with a near-endless variety of customizations based on both manufacturer capacity and consumer trends. The most common method of customization is simply giving one's robot a different weapon. Robots can be programmed to use any technological weapon, and they're typically integrated into the robot (page 214). You should compare the attack bonus and damage to the Strike Attack Bonus and Strike Damage tables (*GM Core* 124–125), adding a modifier to increase the values if the weapon itself is too weak for the creature's level. Another simple solution is to use the attacks of another robot or other creature of a similar level, slightly adjusting the damage or damage type to fit your custom robot.

The Creature Adjustments section (page 204) offers ways to create security robots designed for other environments, such as marine protection-class robots in an undersea lab or interstellar observer-class robots that can fly through space.

You can further modify security robots—or even other robots—with the following robot abilities. To determine appropriate DCs, use the robot's level and the Spell DC and Spell Attack Bonus tables (*GM Core* 126).

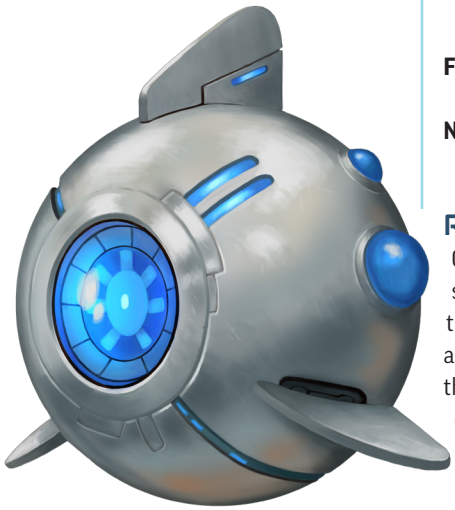
**Exigency** ↻ **Frequency** once every 10 minutes; **Trigger** A creature targets the security robot with an attack; **Effect** The robot overclocks its processing power to attempt to avoid an attack, gaining a +2 circumstance bonus to its AC against the triggering attack.

**Fire Suppressor** ❖❖ The robot sprays a torrent of water that functions as *hydraulic push*. The robot must refill its tanks after using this ability.

**Nanite Surge** ❖❖ **Frequency** once per day; **Effect** The security robot restores 6 Hit Points per the robot's level to one technological creature or item.

### REPAIR-CLASS SECURITY ROBOT

On many scrappy starships and remote space stations, it's hard to afford dedicated security robots, especially if you can't manage to secure a license to own them in the first place. Most such operations rely on cheap maintenance bots to step up and repel intruders—they might not get the job done against serious threats, but they might be able to take out common vermin before they can cause too much damage to the starship's circuitry. After all, sometimes the best maintenance is preventive maintenance.



OBSERVER-CLASS SECURITY ROBOT

**REPAIR-CLASS SECURITY ROBOT** **CREATURE -1**

SMALL CONSTRUCT ROBOT TECH

**Perception** +8; darkvision

**Skills** Acrobatics +4, Athletics +2, Computers +2

**Str** +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0

**AC** 14; **Fort** +5, **Ref** +8, **Will** +2

**HP** 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 1

**Exigency**

**Speed** 25 feet
**Melee** ❖ slam +4, **Damage** 1d4+1 bludgeoning
**Ranged** ❖ welding torch +5 (range increment 5 feet), **Damage** 1d4+1 fire
**Fire Suppressor** ❖❖ 1st-rank *hydraulic push*, DC 16

## OBSERVER-CLASS SECURITY ROBOT

Programmed to patrol small areas, an observer-class security robot is akin to a watch dog, but with a built-in gun. Some manufacturers design these robots with canine forms, and their capability to fly can surprise would-be burglars who were expecting a more terrestrial defense.

### OBSERVER-CLASS SECURITY ROBOT CREATURE 1

SMALL CONSTRUCT ROBOT TECH

**Perception** +10; darkvision
**Skills** Acrobatics +6, Athletics +4, Computers +4
**Str** +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0
**Items** integrated commercial pulsecaster pistol (2 commercial batteries)

**AC** 15; **Fort** +7, **Ref** +10, **Will** +4
**HP** 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5

**Exigency**

**Speed** 25 feet, fly 25 feet
**Melee** ❖ body +7, **Damage** 1d6+1 bludgeoning
**Ranged** ❖ pulsecaster pistol +9 (expend 2, mag 10, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

## PROTECTION-CLASS SECURITY ROBOT

These security robots are often constructed out of more durable materials than other robots, granting them the ability to protect their charges. Their bulky frames can be seen guarding important individuals or valuable items.

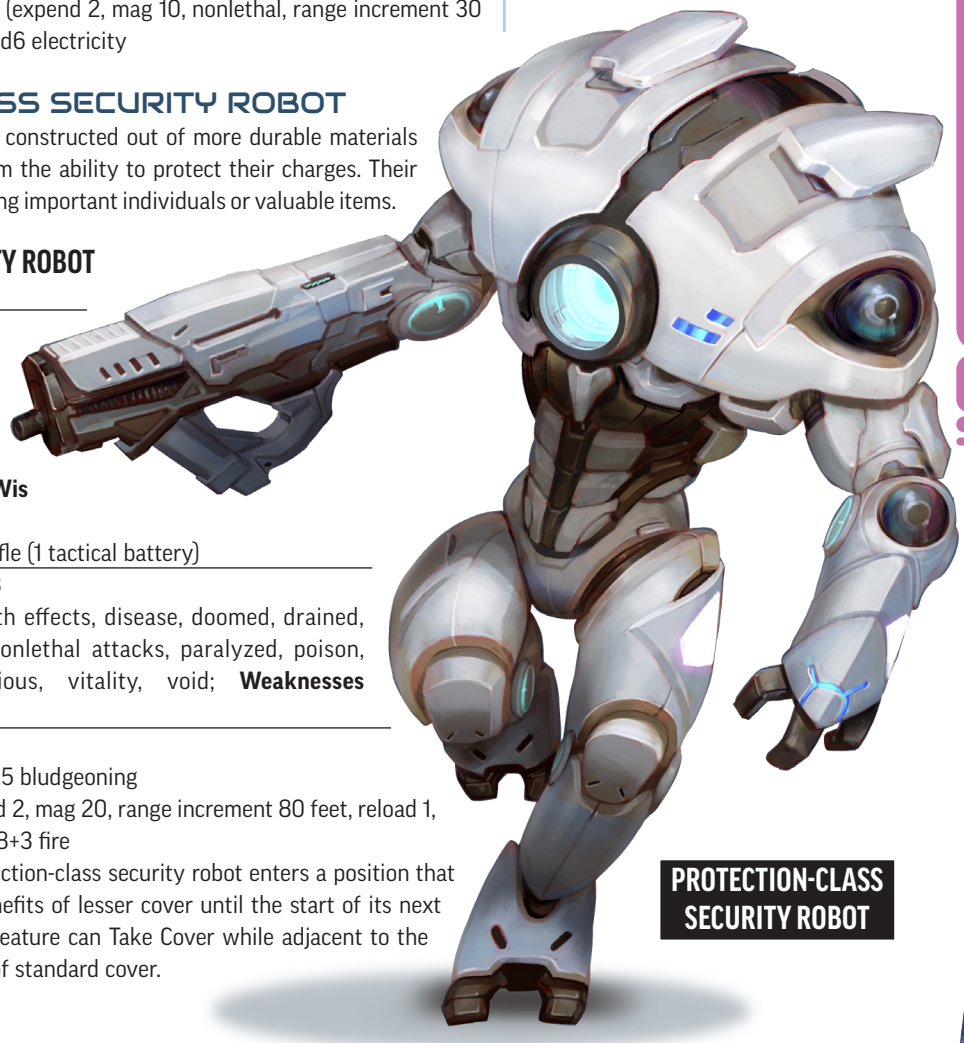
### PROTECTION-CLASS SECURITY ROBOT CREATURE 4

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +11; darkvision
**Skills** Acrobatics +10, Athletics +8, Computers +8, Intimidation +12
**Str** +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +0, **Cha** +0
**Items** integrated tactical laser rifle (1 tactical battery)

**AC** 20; **Fort** +11, **Ref** +13, **Will** +8
**HP** 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5

**Speed** 25 feet
**Melee** ❖ fist +10, **Damage** 2d6+5 bludgeoning
**Ranged** ❖ laser rifle +13 (expend 2, mag 20, range increment 80 feet, reload 1, tech, tracking +1), **Damage** 1d8+3 fire
**Covering Posture** ❖❖ The protection-class security robot enters a position that grants adjacent allies the benefits of lesser cover until the start of its next turn. A Medium or smaller creature can Take Cover while adjacent to the robot and gains the benefits of standard cover.
**Nanite Surge** ❖❖ 24 Hit Points



PROTECTION-CLASS SECURITY ROBOT

## ROBOT LANGUAGES

Most robots don't have languages listed in their stat block, but many—especially civil robots and security robots—have several phrases preprogrammed into their databases: "Please vacate the premises immediately," "You are intruding on private property," and so on. In multilingual areas, the robot might repeat their phrases in several languages. However, this doesn't mean they can necessarily understand any of those languages or engage in further conversation.

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### COMBAT COMPUTERS

Soldier robots benefit from recent advancements in combat programming that allows them to perform complex tactics and maneuvers. Some bystanders have difficulty telling them apart from intelligent, free-willed artificial beings. However, soldier robots are merely running preprogrammed scripts and don't have the self-determination or ability to change associated with sapient robotic life.

## ROBOT, SOLDIER

Living soldiers are a liability. They have families who don't want them to die, need salaries, have morale, require discipline, commit atrocities, and have opinions on the war. They're a necessary, but unfortunate, part of warfare for any society without an abiding love for necromancy.

Cutting-edge soldier robots promise to solve this problem. Soldier robots have no loved ones, opinions, self-preservation instinct, or tendency toward random atrocities. Many companies market their soldier robots as a humane solution to modern combat.

In practice, they're anything but.

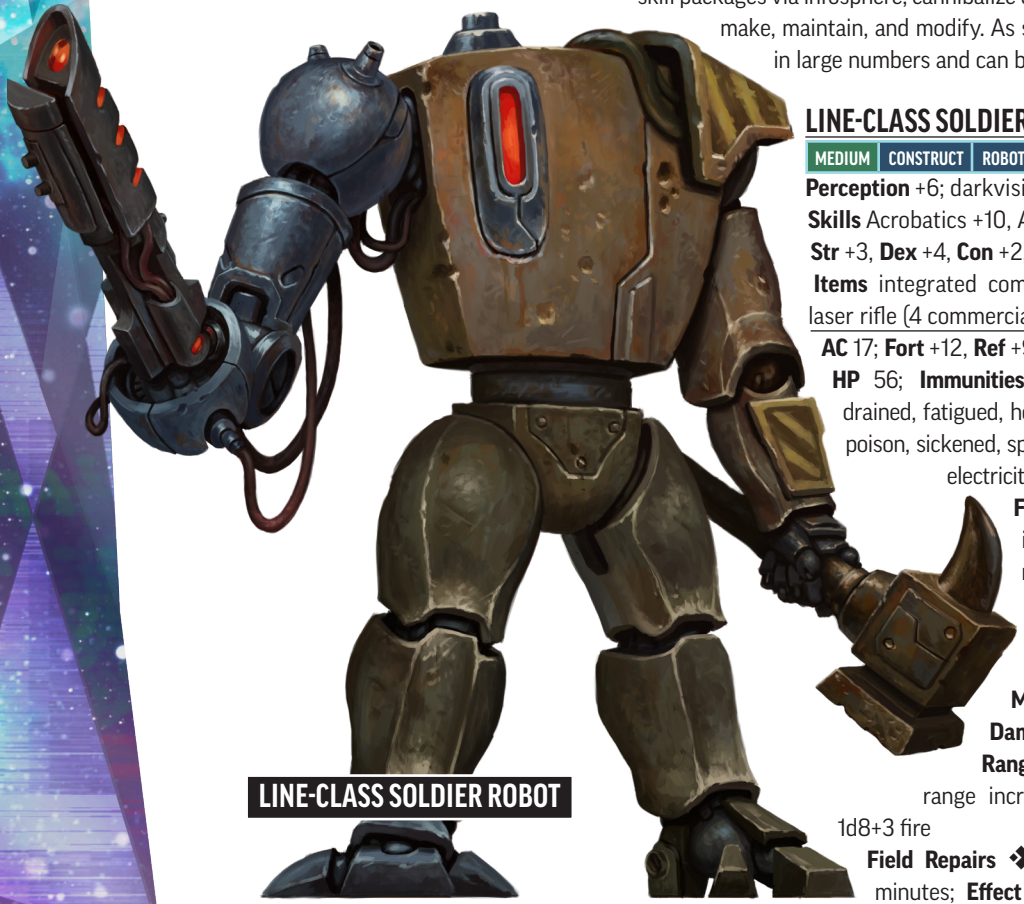
Without lives on the line, soldier robots encourage their owners to engage more often and more violently. Standoffs turn into skirmishes, skirmishes into battles, and inevitably the innocent are caught up in the mix. They're particularly popular with corporations and non-governmental organizations that appreciate being able to throw a dozen soldier robots at any naysayer, public critic, or explorer they dislike while being able to deny true responsibility for what happens.

Though there's constant public fear of soldier robots going rogue, it has yet to prove a serious concern. If a soldier robot wants you dead, it's because someone doesn't mind if it kills you.

### LINE-CLASS SOLDIER ROBOT

Most line-class soldier robots are lanky, headless humanoid machines. They have four-fingered hands and armored torsos painted in their owner's livery, with a single red sensor in the upper torso. By default, they're armed with bargain-brand laser rifles and breaching hammers. Each is 5 feet tall and weighs 300 pounds.

Line soldiers are the final refinement of the soldier robot concept, made dangerous through their simplicity. Line-class robots can be adapted to any battlefield, download skill packages via infosphere, cannibalize damaged allies for repairs, and are simple to make, maintain, and modify. As such, they are relatively cheap to purchase in large numbers and can be deployed with little regard for casualties.



LINE-CLASS SOLDIER ROBOT

**LINE-CLASS SOLDIER ROBOT** **CREATURE 3**

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +6; darkvision

**Skills** Acrobatics +10, Athletics +9

**Str** +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0

**Items** integrated commercial hammer, integrated commercial laser rifle (4 commercial batteries)

**AC** 17; **Fort** +12, **Ref** +9, **Will** +5

**HP** 56; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5

**Formation** When a line-class soldier robot is adjacent to at least two other allies, the robot gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 for Reflex saves against area effects.

**Speed** 30 feet

**Melee** ❖ hammer +11 (analog, shove), **Damage** 1d8+6 bludgeoning

**Ranged** ❖ laser rifle +12 (expend 2, mag 10, range increment 80 feet, reload 1, tech), **Damage** 1d8+3 fire

**Field Repairs** ❖❖ (manipulate) **Frequency** once per 10 minutes; **Effect** The line-class soldier robot salvages an

adjacent corpse of a tech creature that was destroyed no more than 1 month ago to regain 18 Hit Points.

## VANGUARD-CLASS SOLDIER ROBOT

Vanguard-class soldier robots are hulking machines of battle. They often have four clawed hands, digitigrade legs, a long tail, and a featureless, diamond-shaped head. Their back-mounted plasma launcher and burst-duration jump jets give them a hunched, predatory appearance, augmented by top-of-the-line weapons. Each is 8 feet tall and weighs 700 pounds.

Though their striking image has captured media attention, the vanguard-class soldier robot is too expensive to mass-produce on the scale of an army, and so they are used as special forces, vanguards, bodyguards, and even field commanders for all-robotic forces. A lack of large-scale feasibility is, admittedly, poor comfort to any soul within seeker warhead range.

### VANGUARD-CLASS SOLDIER ROBOT CREATURE 13

MEDIUM CONSTRUCT ROBOT TECH

**Perception** +25; darkvision, linked senses 60 feet, x-ray vision (precise) 60 feet

**Skills** Acrobatics +24, Athletics +27

**Str** +8, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

**Items** integrated advanced painglaive (1 commercial battery), integrated advanced seeker rifle (60 projectiles)

**Linked Senses** The vanguard-class soldier robot shares senses with other allied vanguard-class soldier robots within 60 feet.

**X-Ray Vision** The vanguard-class soldier robot can see through most materials and walls within 60 feet. Its sight is blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of metal, or any amount of lead or starmetal, and it can see only in black and white.

**AC** 33; **Fort** +26, **Ref** +23, **Will** +20

**HP** 270; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 10

**Speed** 30 feet

**Melee** ❖ painglaive +29 (boost 1d4, powered, reach, tech, tracking +1), **Damage** 2d10+16 slashing

**Ranged** ❖ seeker rifle +26 (analog, expend 1, mag 1, range increment 100 feet, reload 1, tracking +1), **Damage** 2d10+8 piercing

**Assault Jump** ❖❖❖ The vanguard-class soldier robot Leaps to a space it can see within 60 feet. All creatures within 5 feet of where the robot lands must succeed at a DC 33 Reflex save or be knocked prone. The robot then makes a painglaive Strike against one creature within reach. The robot can't use Assault Jump again for 1d4 rounds.

**Seeker Warhead** ❖❖ **Frequency** once per day; **Effect** The vanguard-class soldier robot fires a plasma warhead at an intersection within 200 feet it can see. All creatures in a 15-foot burst take 8d12 fire damage (DC 33 basic Reflex save). On a failure, a creature is also dazzled and deafened for 1 minute. The area in which the warhead exploded becomes difficult terrain.

## GIDERON AUTHORITY

The militaristic government of the Gideron Authority has begun to rely on the use of combat robots to control the planets it seized during its rapid expansion. These robots can be found on many of the worlds of the Gideron system except for Gideron Prime, leading some to believe that the government fears having its own weapons turned against it.

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### SAPIENT ORB ORIGINS

Some who have interacted with sapient orbs believe, based largely on the imagery the orbs display, that they originate from the Drift—or at least that they once lived there in large numbers. However, anyone who's asked a purple orb about their home world has found that the beings are uniquely unwilling (or perhaps unable) to identify it, if such a place even exists. Sapient green orbs are willing to talk about their home world, but their inclination to lie makes them a terrible source of information.

SAPIENT PURPLE ORB

## SAPIENT ORB

These enigmatic, orb-shaped beings seem to have no home world, organized society, traditions, or religion. Sightings of the orbs are sporadic—they briefly appear in large numbers, then vanish for a year or more, only to reappear in an entirely different region of space for a few months. Scholars and friends of the orbs have noticed that each time the orbs appear, their numbers have diminished.

Sapient orbs occasionally form permanent bonds, merging three to six orbs (always of the same type, as far as anyone knows) into a cluster called a luminant. Only sapient orbs at advanced stages of their life cycle can form such clusters, and the merge is permanent and irrevocable. Luminants are highly intelligent but far more reclusive than other sapient orbs, making it difficult to discern their motivations or purpose in sapient orb society.

### SAPIENT PURPLE ORB

Purple orbs are curious, social beings who unfailingly attempt to make contact with any life-form they encounter, though these attempts are frequently inept. Few other creatures understand their ancient language, so purple orbs instead use magic, telepathy, minor illusions, and flashes of light and flowing mist from their 3-foot-diameter luminous bodies.

Purple orbs are eager for cooperation and solidarity with their chosen friends and family, whether those are other sapient orbs or completely different beings, making it relatively easy to befriend them—or deceive them. Purple orbs are devout supporters and defenders of their companions, flinging themselves bodily into the fray if a friend is in danger. They become a deep dark purple as they grow more emotional in the heat of conflict (violent or otherwise), though their emotions rarely grow so intense that they're willing to take another being's life. That purple orbs seem to value their own lives less than those of their friends might be among the reasons that the number of sapient purple orbs in the universe seems to be dwindling.

**SAPIENT PURPLE ORB** **CREATURE 4**

SMALL ABERRATION COSMIC

**Perception** +11; darkvision, mistvision

**Languages** Orbian; telepathy 60 feet (page 210)

**Skills** Acrobatics +8 (+13 to Fly), Occultism +10, Religion +12

**Str** +2, **Dex** +3, **Con** +2, **Int** +3, **Wis** +5, **Cha** +3

**Mistvision** A sapient purple orb always ignores concealment caused by fog, smoke, and mist.

**AC** 21; **Fort** +8, **Ref** +11, **Will** +13

**HP** 44; **Immunities** bleeding, cold, disease, poison

**Speed** 5 feet (hover), fly 60 feet

**Melee** ❖ slam +10, **Damage** 1d6+6 bludgeoning

**Occult Innate Spells** DC 21, attack +13; **2nd** *mind skewer*, *soothe* (×3), *telekinetic maneuver*, *translate* (×3); **Cantrips (2nd)** *daze*, *figment*, *seek the stars*, *telekinetic hand*, *telekinetic projectile*

**Astral Mist** ❖❖ **Frequency** once per minute; **Effect** The sapient purple orb emits a red *mist* (as the spell) centered on themself. Sapient orbs can choose to emit transparent mist, granting no concealment. Allies and fascinated creatures in the mist gain a +2 status bonus to saving throws. Additionally, any enemy that's in the mist when it appears, that enters the mist, or that ends its turn in the mist must attempt a DC 21 Will save unless it's fascinated.

**Critical Success** The creature is unaffected and becomes temporarily immune for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature becomes fascinated by the mist.

**Critical Failure** The creature becomes fascinated by the mist and stunned 1.

**Excandescent Flash** ❖ (light, visual) **Frequency** once per minute; **Effect** The sapient purple orb momentarily increases their luminance to an aggressively bright spectrum. Each other creature within 20 feet that can see the sapient purple orb must succeed at a DC 21 Reflex saving throw or be dazzled for 1d4 rounds. On a critical failure, the target instead becomes blinded for 1 round, then dazzled for 1d4 rounds.

## SAPIENT GREEN ORB

Sapient green orbs only recently appeared in Pact Worlds space, and wherever they appear, purple orbs are nowhere to be found. While the history and relationship between these orbs is unclear, scholars have at least discerned they communicate using the same language and share similar physiology. Their behavior, on the other hand, is quite different from purple orbs; they shun contact with others, rarely make friends, and lie whenever possible, though they aren't especially good at deception, much in the same way purple orbs aren't especially good at diplomacy, despite their best efforts. Some scholars have begun to expect that these two types of orb are somehow enemies of one another, though no records of conflict between them exist, and no sapient orb seems eager to discuss the other type in depth. Green orbs' tendency to lie about most topics further complicates the study of sapient orbs and their apparent enmity.

Sapient green orbs are 3 feet in diameter, much like sapient purple orbs, but if asked about their size (or just about any other trait), they always state something slightly inaccurate—three-and-a-half feet, two feet and four inches—whatever they think will be more impressive or confusing for whoever they're addressing. The only trait they never lie about is their color (they all insist that every sapient green orb is exactly the same shade of green, which isn't quite true; there are slight variations). They'll gladly argue about the exact shade of green with anyone around. More than one person has theorized, after such an encounter, that sapient green orbs somehow draw sustenance from engaging others in pointless arguments, but it's more likely they don't need sustenance at all and simply enjoy such pursuits.

When a sapient green orb feels they're about to lose an argument, they typically resort to using Excandescent Flash, then fly away.

### SAPIENT GREEN ORB — CREATURE 6

SMALL | ABERRATION | COSMIC

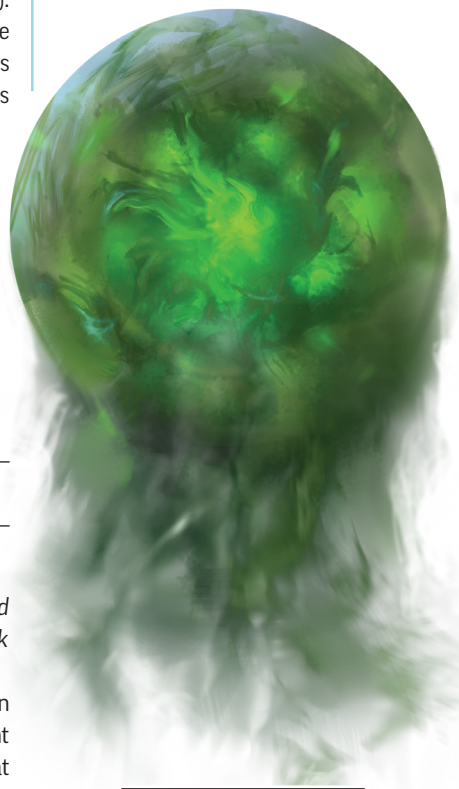
**Perception** +14; darkvision, mistvision
**Languages** Orbian; telepathy 60 feet (page 210)
**Skills** Acrobatics +12 (+17 to Fly), Occultism +13, Religion +15
**Str** +2, **Dex** +4, **Con** +2, **Int** +4, **Wis** +5, **Cha** +4
**Mistvision** As sapient purple orb.

**AC** 24; **Fort** +10, **Ref** +14, **Will** +15
**HP** 66; **Immunities** bleeding, cold, disease, poison

**Speed** 5 feet (hover), fly 60 feet
**Melee** ❖ slam +12, **Damage** 2d6+6 bludgeoning
**Occult Innate Spells** DC 24, attack +16; **3rd** *entropy strike*, *share pain* (×3); **2nd** *mind skewer*, *telekinetic maneuver*, *translate* (×3); **Cantrips (3rd)** *daze*, *figment*, *seek the stars*, *telekinetic hand*, *telekinetic projectile*
**Bitter Mist** ❖❖ **Frequency** once per minute; **Effect** The sapient green orb emits a green *mist* (as the spell) centered on themself. Sapient orbs can choose to emit transparent mist, granting no concealment. Any enemy that's in the mist when it appears, that enters the mist, or that ends its turn in the mist must attempt a DC 24 Will save.
**Critical Success** The creature is unaffected and becomes temporarily immune for 24 hours.
**Success** The creature is unaffected.
**Failure** The creature becomes confused for 1 round.
**Critical Failure** The creature becomes confused for 1 round, then sickened 1.
**Excandescent Flash** ❖ (light, visual) As sapient purple orb, but DC 24.

## SAPIENT GRAY ORBS

Neither sapient purple orbs nor sapient green orbs are especially willing to acknowledge the existence of sapient gray orbs. The gray orbs, for their part, love to talk, though even after hours of conversation, it's difficult to discern what, if anything, they truly had to say. Sapient gray orbs are notable mostly for being completely dull; those who have encountered them often describe the experience as one that made them vaguely uncomfortable, but not for any discernible reason. Scholars who study sapient orbs once assumed that gray orbs' eagerness for conversation would lead to secret knowledge of sapient orbs' origins; they were wrong. No gray orb has ever been known to say anything interesting to anyone.



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### ONE PERSON'S TRASH...

Rats salvage their environs for mechanisms to nurse their tinier kin and battle their would-be exterminators. These ramshackle crafts include anything like prosthetics, vehicles, firearms, or comms devices. Rumors suggest one mischief of rats on Absalom Station even discovered the microscopic secrets of nanites.

## SCRAP RAT

When pileups of metal garbage begin to conquer the wilderness, rodents conquer the garbage. Scrap rats adapt to every civilization that disposes their ruined gadgets and industrial debris, all of which the rats recycle and reuse to potentially deadly effect. While not especially intelligent, they have an innate knack for crafting.

### SCRAP RAT

It requires a quick mind and even quicker fingers to make good of a scrap rat's average 2-year lifespan, but that's what it takes for these scrappers to protect their burrows from exterminators.

**SCRAP RAT** **CREATURE -1**

SMALL BEAST

**Perception** +7; low-light vision, scent (imprecise) 30 feet
**Skills** Acrobatics +4, Crafting +4, Stealth +5, Thievery +3
**Str** +2, **Dex** +3, **Con** +1, **Int** –3, **Wis** +1, **Cha** –3
**Items** commercial frag grenade (or other grenade; see dangerous recycling)

**AC** 14; **Fort** +5, **Ref** +8, **Will** +2
**HP** 8

**Speed** 25 feet, climb 10 feet
**Melee** ❖ tail +6 (agile, finesse, razing), **Damage** 1d4+2 slashing
**Area Fire** ❖ frag grenade +7 (5-foot burst, consumable, range 70 feet), **Damage** 1d8 piercing
**Dangerous Recycling** Over the course of 1 minute of uninterrupted work, a scrap rat can assemble any level 0 commercial grenade using nothing but junk. It falls apart and becomes unusable junk after 10 minutes.
**Scoring** When the scrap rat's tail Strike deals damage to an object or creature with the tech trait, the tail also gains the following traits until the beginning of the scrap rat's next turn: deadly d4, hampering, and razing.

### TOOL RAT

The tool rat resembles an infant of their kind, but closer study reveals coppery whiskers akin to a dwarven beard and eyebrows. Intuitive spellcraft helps them turn junkyards into minefields for the unwary.

**TOOL RAT** **CREATURE 2**

TINY BEAST

**Perception** +10; low-light vision, scent (imprecise) 30 feet
**Languages** Common (cannot speak any language)
**Skills** Acrobatics +8, Crafting +8, Stealth +7, Thievery +5
**Str** +0, **Dex** +4, **Con** +1, **Int** –2, **Wis** +3, **Cha** +2
**Items** tactical arc rifle with commercial battery (see upscaled recycling)

**AC** 18; **Fort** +6, **Ref** +10, **Will** +8
**HP** 30

**Speed** 25 feet, climb 10 feet
**Melee** ❖ tail +8 (agile, finesse), **Damage** 1d6 slashing
**Ranged** ❖ arc rifle +9 (arc, expend 2, mag 10, range increment 50 feet, reload 1, tech, tracking +1), **Damage** 1d6 electricity
**Arcane Innate Spells** DC 18, attack +10; **2nd** *inject nanobots*, *instant virus*; **1st** *mending*, *supercharge weapon*; **Cantrips (2nd)** *electric arc*, *recharge weapon*, *stumble*
**Scoring** As scrap rat.
**Upscaled Recycling** As dangerous recycling, but it takes 1 hour, and the tool rat can craft a simple tactical weapon of any type, up to 2nd level, including a single commercial battery or a full magazine of projectile ammunition.

SCRAP RAT

# SHIMMERSTONE SENTINEL

Powerful guardian constructs capable of manipulating and absorbing emotions, shimmerstone sentinels can turn an enemy's feelings against them. Shimmerstone sentinels are created from shimmerstone, an empathic mineral mined on the planet Vesk-8 that has a calming effect on those around it. Shimmerstone sentinels can absorb powerful emotions, which they infuse into their own bodies to empower their attacks.

## SHIMMERSTONE SENTINEL — CREATURE 12

LARGE | CONSTRUCT | MINDLESS

**Perception** +19; darkvision, emotion sense (imprecise) 90 feet
**Skills** Athletics +28
**Str** +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5
**Emotion Sense** (emotion, mental) A shimmerstone sentinel can sense the emotions of creatures within the listed range as an imprecise sense. Emotion sense is a precise sense against creatures under an emotion effect. A creature under the effects of *calm* can't be noticed via emotion sense.

**AC** 33; **Fort** +25, **Ref** +19, **Will** +22
**HP** 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except electricity)
**Calming Presence** (aura, emotion, mental) 20 feet. Shimmerstone sentinels exude an aura of calm. Each time a creature in the area attempts an offensive action, such as an attack or casting a spell, that creature must attempt a DC 29 Will save; on a failure, the action is disrupted. A creature that succeeds becomes temporarily immune to the shimmerstone sentinel's calming presence for 1 day.
**Absorb Aggression** ↻ **Trigger** The shimmerstone sentinel is damaged by a creature that isn't immune to emotion effects and is within 60 feet; **Effect** The shimmerstone sentinel absorbs the negative emotions of its attacker, causing its shimmerstone to darken to cloudy red, and becomes emotionally charged.

**Speed** 20 feet
**Melee** ❖ fist +27 (magical, reach 10 feet), **Damage** 3d10+11 bludgeoning
**Ranged** ❖ shimmer beam +19 (fire, light, range increment 60 feet), **Damage** 3d8+7 fire
**Emotionally Charged** A shimmerstone sentinel that's emotionally charged deals an additional 1d8 mental damage with its Strikes. In addition, a creature damaged by an emotionally charged shimmerstone sentinel's fist or shimmer beam Strike is bombarded by emotion and must attempt a DC 32 Will save. On a critical failure, the creature becomes confused for 1 round.
**Inexorable March** ❖ The shimmerstone sentinel Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can bar the way by succeeding at a DC 32 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it's damaged as if hit by the shimmerstone sentinel's fist.
**Unleash Emotion** ❖❖ (emotion, mental, occult) **Requirements** The shimmerstone sentinel is emotionally charged; **Effect** The shimmerstone sentinel releases the negative emotions it absorbed in a 30-foot emanation that affects the minds of nearby creatures. Creatures in the area take 7d6 mental damage (DC 32 basic Will save). On a failure, a creature becomes confused for 1 round, or for 1d4 rounds on a critical failure. The shimmerstone sentinel is no longer emotionally charged.

### SHIMMERSTONE SHARDS

Shimmerstone is a valuable material that absorbs emotions. Scientists bankrolled on and off the books by the Veskarium experiment with shimmerstone in order to harness the material for military applications. Shimmerstone sentinels and rage-inducing shimmersheen serums are a few of these recent breakthroughs.

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### DEADLY CRITIQUES

Skaraks have a surprising appreciation for art, particularly complex, labyrinthine patterns. A skarak that encounters such designs will often stare at it for extended periods of time as if fascinated. The more complex the pattern, the better. People who live within a skarak's hunting radius often decorate their structures with patterned murals or sculptures of scrap metal and wire, which typically dissuade the skarak from destroying the structure. This has been known to backfire, as skaraks are harsh critics of art that doesn't match their taste, and their reviews leave no trace of the offending piece or its creator.

## SKARAK

The skarak is a ravenous mass of spiked chitin and teeth propelled with frightening speed by a collection of spindly, arachnid legs. It rampages across its territories, consuming everything smaller than itself and taking delight in the destruction it leaves in its wake. It's difficult to hide from a skarak, as it'll rip down fortifications and smash through concrete walls to get at prey cowering inside buildings. It's even more difficult to run from a skarak since it can spit a corrosive webbing that magically binds its prey to itself, allowing it to pull its prey across any distance to within reach of its waiting maw.

A skarak possesses a terrible cunning to complement its destructive might. It often watches a targeted settlement for days, analyzing defenses before launching a devastating offensive. It's typically a solitary creature except when training a newly hatched brood to hunt. During this period, it ranges ahead of its young, rampaging through densely populated areas and leaving wounded, weakened targets behind it. Survivors of the initial rampage soon discover they aren't the lucky ones as the skarak young come after, devouring all in their path.

### SKARAK — CREATURE 13

HUGE BEAST

**Perception** +23; darkvision, tremorsense (imprecise) 60 feet (page 210)
**Skills** Acrobatics +24, Athletics +27, Survival +24
**Str** +8, **Dex** +4, **Con** +5, **Int** –2, **Wis** +4, **Cha** –2

**AC** 32; **Fort** +26, **Ref** +24, **Will** +23
**HP** 300; **Immunities** acid; **Weaknesses** fire 10; **Resistances** cold 10

**Speed** 25 feet, burrow 15 feet, climb 25 feet
**Melee** ❖ bite +27 (reach 10 feet), **Damage** 3d8+12 piercing plus Grab (page 209)
**Melee** ❖ horn +27 (reach 10 feet), **Damage** 3d10+12 bludgeoning plus Knockdown (page 209)
**Ranged** ❖ caustic web +25 (range increment 60 feet), **Damage** 3d8+4 acid plus 1d8 persistent acid
**Ranged** ❖ etheric web +25 (range increment 20 feet), **Effect** etheric tether
**Destructive** A skarak's horn Strike bypasses the Hardness of structures made primarily of wood, stone, and metal.
**Etheric Tether** (occult) A creature hit by a skarak's etheric web is grabbed by the skarak. The creature isn't immobilized, but it can't move beyond the maximum range of the skarak's etheric web. A creature can sever the etheric web with a Strike against AC 30 that deals at least 18 fire or force damage. This deals no damage to the skarak.
**Rampage** ❖❖ The skarak makes a horn Strike against each creature within reach. These attacks count toward the skarak's multiple attack penalty, but the multiple attack penalty doesn't increase until after the skarak makes all these attacks.
**Swallow Whole** ❖ (attack) Large, 3d8+6 bludgeoning, Rupture 24 (page 210)
**Tether Pull** ❖ (occult, teleportation) **Requirements** A creature is grabbed by the skarak's etheric tether; **Effect** The creature must succeed at a DC 33 Will save or be teleported to a space adjacent to the skarak of the skarak's choosing. This ends the grabbed condition from etheric tether unless the creature critically fails the save.

# SKREESIRE

Skreesires, and their offspring skreelings, are vicious predators who skulk and prowl in the crags and caverns of the cosmos.

## SKREELING

Skreelings hunt in packs and can subsist on ash, metal, wood, or near anything else.

### SKREELING CREATURE 3

SMALL ABERRATION

**Perception** +12; darkvision

**Languages** Aklo, Common (can't speak any language)

**Skills** Acrobatics +9, Athletics +10, Intimidation +7, Stealth +7 (+11 in rocky terrain), Survival +9

**Str** +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +2, **Cha** –1

**AC** 19; **Fort** +6, **Ref** +12, **Will** +9

**HP** 40; **Resistances** physical 3 (except cold iron)

**Speed** 20 feet, fly 40 feet

**Melee** ❖ claw +11 (agile), **Damage** 1d8+6 slashing plus cluster attack

**Melee** ❖ jaws +11, **Damage** 1d10+6 piercing plus cluster attack

**Cluster Attack** The skreeling's melee Strikes deal 1d4 persistent bleed damage to creatures within reach of one or more other skreelings.

## SKREESIRE

Skreesires are reptilian monstrosities with a formidable will, razor-sharp teeth, and nonfunctional wings atop a mass of ambulatory tentacles.

### SKREESIRE CREATURE 7

LARGE ABERRATION

**Perception** +18; darkvision

**Languages** Aklo, Common (can't speak any language); telepathy 100 feet (page 210)

**Skills** Acrobatics +13, Athletics +17, Intimidation +15, Stealth +15 (+19 in rocky terrain), Survival +17

**Str** +4, **Dex** +1, **Con** +2, **Int** +2, **Wis** +6, **Cha** –2

**AC** 24; **Fort** +12, **Ref** +15, **Will** +18

**HP** 110; **Immunities** acid; **Resistances** physical 5 (except cold iron)

**Speed** 25 feet, swim 20 feet

**Melee** ❖ jaws +17 (deadly d10, reach 10 feet), **Damage** 2d10+7 piercing

**Melee** ❖ tentacle +17 (reach 10 feet), **Damage** 2d10+7 bludgeoning plus Grab (page 209)

**Enthrall** ❖❖ (concentrate, mental, primal) **Effect** A target within 30 feet hears a telepathic manifestation of the skreesire's will and must attempt a DC 22 Will save.

**Failure** The creature must use the first action of its next turn to Stride toward the skreesire.

**Critical Failure** The creature must use all its actions on its next turn to Stride toward the skreesire; when it's adjacent to the skreesire, it drops prone and ends its turn.

**Camouflage** ❖ **Requirements** The skreesire is in rocky terrain; **Effect** Until the next time they act, the skreesire resembles rocky terrain. They have an automatic result of 29 on Deception checks and DCs to pass as rocky terrain.

## SKREESIRE LAIRS

A skreesire's natural immunity to acid and affinity for rocky terrain can be a deadly combination. Some skreesires seek out corrosive environments as lairs, be it a subterranean cavern with naturally occurring caustic vapor, the surface of an asteroid with artificial acid pools, or anything in between.

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### DIASPORA WORM AGGRESSION

Diaspora worms have harassed settlements on Nisis for years, but the expansion of the planet's ice shell and the echoes of galaxy-wide events like the birth of the Newborn have coincided with an explosion of aggressive worm activity. Swarms of worms have flooded the River Between, with some specimens shedding their water dependence to claim new territory in a remarkable instance of accelerated evolution. Scholars suspect that the worms know their ancestral home is at risk of freezing permanently, provoking a surge of expansionism to preserve their species.

## SPACE WORM

"Space worm" is a nonscientific term for a xenobiologically complex clade of invertebrate animals and beasts that make their home in the vastness of space. Some, like the diaspora and dust worms, show signs of intelligence and are directly related to each other. Others, like the surnoch, evolved separately, with their origins completely unknown to science.

### DIASPORA WORM

Resembling fanged eels with manes of tendrils instead of eyes, diaspora worms originally ruled the inky depths of the ocean that later became the icy planetoid Nisis. The worms' hostility toward trespassers and lack of observable speech lead most people to consider them mere beasts, but xenobiologists know the worms' tendrils respond to electromagnetic waves, which they manipulate to see, communicate, and interact with their surroundings. Bioelectric radiation from coral samples recovered from the worms' home reef documents millennia of worm culture and history from even before the Diaspora's formation.

Juvenile members of this species are sleek, sinuous, and nimble despite their size. Their electromagnetic manipulation lets them briefly change the molecular structure of water, making it murky like their original depths. Young worms tend to commit brazen attacks, requiring decades of experience to value more complex strategies.

**DIASPORA WORM** **CREATURE 7**

LARGE AQUATIC BEAST

**Perception** +15; electromagnetic sight 300 feet, no vision

**Languages** electrocommunication

**Skills** Athletics +17, Stealth +11, Survival +15

**Str** +4, **Dex** +6, **Con** +4, **Int** –2, **Wis** +2, **Cha** –1

**Electrocommunication** Diaspora worms communicate by shaping and reading electromagnetic fields. This functions like telepathy (page 210) with creatures that share this ability.

**Electromagnetic Sight** Diaspora worms sense their surroundings by reading electromagnetic fields, including disruptions caused by creatures or objects. This is a precise sense within the listed range. Intense fields, such as areas emitting radiation or auras of electricity, make creatures within them concealed to the diaspora worm.

**AC** 24; **Fort** +15, **Ref** +17, **Will** +13

**HP** 117; **Immunities** paralyzed, sleep; **Resistances** cold 10

**Electromagnetic Blindness** Diaspora worms that take electricity damage must attempt a DC 23 Fortitude save.

**Critical Success** The worm is unaffected.

**Success** The worm is dazzled for 1 round.

**Failure** The worm is blinded for 1 round.

**Critical Failure** The worm is blinded for 1 round, then dazzled for 1 round.

**Speed** 5 feet, swim 40 feet

**Melee** ❖ jaws +17 (reach 10 feet), **Damage** 2d10+8 piercing

**Melee** ❖ tongue +19 (finesse, reach 30 feet), **Effect** tongue grab

**Darkwater Veil** ❖ (darkness, occult, water) **Requirements** The diaspora worm is in water; **Effect** The worm alters the structure of water within a 10-foot emanation, forming light-absorbing nanotubes. This field moves with the worm and lasts for 1 minute. The emanation deactivates non-magical light sources and automatically attempts to counteract magical light (counteract rank 4, counteract modifier +17). This field also provides cover for creatures inside of it from those outside, and vice versa.

**Swallow Whole** ❖ (attack) Medium, 1d10+8 bludgeoning, Rupture 12 (page 210)

DIASPORA WORM

**Tongue Grab** A creature hit by the diaspora worm's tongue becomes grabbed. A creature can sever the tongue with a Strike against AC 19 that deals at least 12 slashing damage. This prevents the worm from using its tongue Strike until it regrows its tongue, which takes 1 day.

**Tongue Reel** ❖ (attack) **Requirements** The diaspora worm has grabbed a creature with its tongue; **Effect** The diaspora worm attempts to Reposition the grabbed creature toward the worm. If the grabbed creature is brought to within 10 feet or less of the worm, the worm can attempt to Swallow Whole the creature.

## DUST WORM

Diaspora worms mutated to navigate sandy or barren asteroid surfaces, and as a result, dust worms trade agility for bulk and can resist radiation. Their electromagnetic manipulation affects small bits of ferrous material, allowing them to telekinetically wield sand and small metallic shards as weapons or cloaks.

### DUST WORM — CREATURE 8

LARGE | AMPHIBIOUS | BEAST

**Perception** +16; electromagnetic sight 300 feet, no vision
**Languages** electrocommunication
**Skills** Athletics +18, Stealth +13, Survival +16
**Str** +6, **Dex** +4, **Con** +5, **Int** –2, **Wis** +2, **Cha** –1
**Electrocommunication** As diaspora worm.
**Electromagnetic Sight** As diaspora worm.

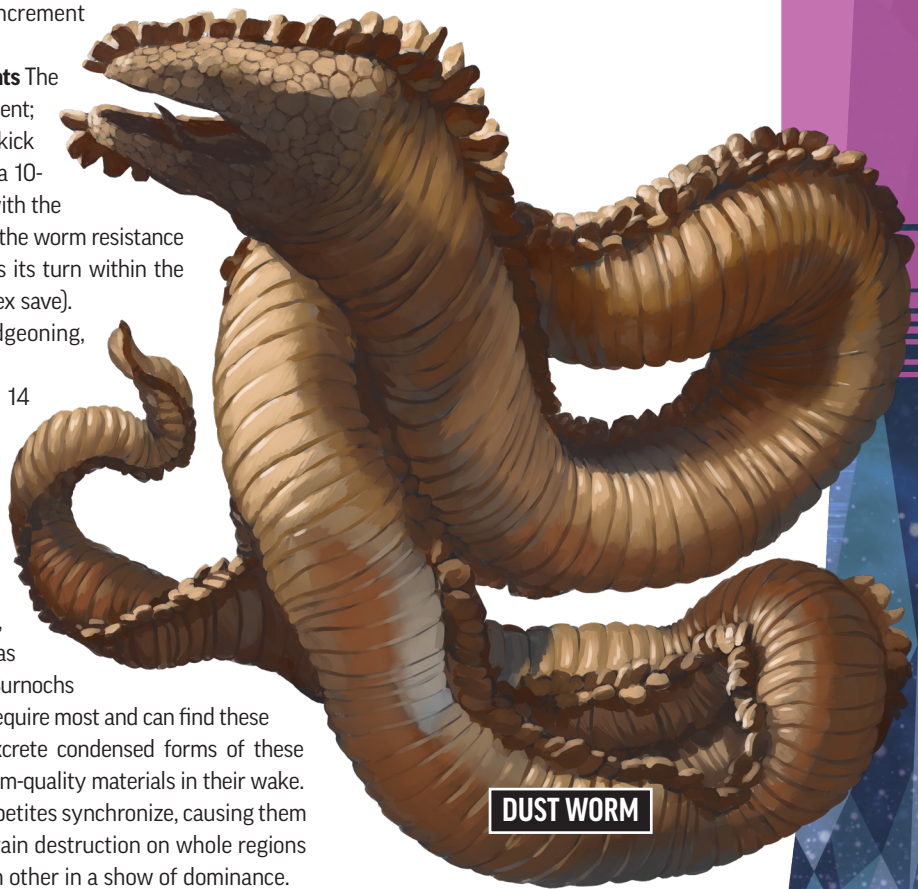
**AC** 26; **Fort** +20, **Ref** +15, **Will** +13
**HP** 137; **Immunities** paralyzed, radiation, sleep; **Resistances** cold 10, fire 5
**Electromagnetic Blindness** As diaspora worm, but DC 24 Fortitude save.

**Speed** 20 feet, burrow 30 feet, swim 40 feet
**Melee** ❖ jaws +20 (reach 10 feet), **Damage** 2d12+9 piercing
**Melee** ❖ tongue +20 (finesse, reach 30 feet), **Effect** tongue grab
**Ranged** ❖ psammokinetic blast +18 (occult, range increment 50 feet, versatile S), **Damage** 2d8+9 piercing
**Sandstorm Veil** ❖❖ (earth, metal, occult) **Requirements** The dust worm is in a sandy or junk-ridden environment; **Effect** The dust worm uses its magnetic field to kick up a swirling shroud of sand and metallic bits in a 10-foot emanation around itself. This shroud moves with the worm and lasts for 1d6 rounds. The shroud grants the worm resistance 6 to physical damage, and any creature that ends its turn within the area takes 2d6 slashing damage (DC 24 basic Reflex save).
**Swallow Whole** ❖ (attack) Medium, 1d12+9 bludgeoning, Rupture 14 (page 210)
**Tongue Grab** As diaspora worm, but AC 21 and 14 slashing damage.
**Tongue Reel** ❖ (attack) As diaspora worm.

## SURNOCH

Surnochs inhabit lifeless asteroids and small moons throughout the cosmos. A surnoch's mouth is deep, funnel-like, and lined with numerous rows of sharp, pointed teeth, which allow it to grind matter down as it chews and melts its way through rock and stone. Surnochs have an innate sense of which minerals their bodies require most and can find these minerals even through miles of rocks. Surnochs excrete condensed forms of these minerals, leaving tunnels full of strange alloys and gem-quality materials in their wake.

When multiple surnochs gather together, their appetites synchronize, causing them to hunt for specific minerals en masse. The worms rain destruction on whole regions until their need is sated, then suddenly turn on each other in a show of dominance.


DUST WORM

## WORM DIALOGUE

Technologies that allow non-worms to communicate with Diaspora worms are complex and rare but highly effective at stopping a worm's attack. Diaspora worms are reluctant to harm the few creatures who speak their language.

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### SALVAGING THE SURNOCH

Ingredients abound in the corpse of a surnoch for the modern crafter. Their leathery hides are most often sold for high-end luxury goods, such as personal accessories or furniture. Their acid glands and spines can be harvested for weapon components, chemical solvents, or specialized mining solutions to dissolve rocks. Lastly, the minerals in their gullets are often unique in both shape and quality for jewelers and collectors to covet.

## SURNOCH CREATURE 9

LARGE ANIMAL COSMIC

**Perception** +21; tremorsense 60 feet (page 210), no vision
**Skills** Athletics +20, Stealth +18, Survival +16
**Str** +6, **Dex** +4, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

**AC** 27; **Fort** +21, **Ref** +17, **Will** +14
**HP** 117; **Immunities** acid, visual
**Reactive Strike** ↻ (page 209)

**Speed** 25 feet, burrow 25 feet; tunneling expert
**Melee** ❖ bite +21 (reach 10 feet), **Damage** 3d12+6 piercing plus surnoch's kiss
**Ranged** ❖ acidic wad +19 (range increment 60 feet), **Damage** 2d6+6 acid plus 2d6 acid splash damage
**Area Fire** ❖❖ tail smash (5-foot burst, range 10 feet), **Damage** 3d10+6 bludgeoning (DC 25 basic Reflex save)
**Corrosive Spines** ❖❖ With impressive control, the surnoch can launch its spines in a tight grouping over a great distance. All creatures in a 30-foot line take 8d8 piercing damage with a DC 25 basic Reflex save. On a failure, the creature also takes 1d8 persistent acid damage (or 2d8 persistent acid damage on a critical failure). The surnoch can't use Corrosive Spines again for 1d4 rounds.
**Surnoch's Kiss** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and sickened 1 (1 round); **Stage 2** 1d6 poison damage and sickened 2 (1 round); **Stage 3** 1d6 poison damage and sickened 3 (1 round)
**Tail Smash** The surnoch's tail smash has a burst centered on a corner of its space. It's excluded from the burst.
**Tunneling Expert** Surnochs have adapted to move swiftly underground. When burrowing, a surnoch worm leaves a tunnel behind itself. When moving through a previously created surnoch tunnel, it gains a +10-foot status bonus to its Speed.

## DIASPORA WORM SAGE

Diaspora worms that survive for centuries grow significantly in size, power, and intelligence. They mostly protect their ancestral home, preserving bioelectric coral records and directing the actions of younger worms.

## DIASPORA WORM SAGE CREATURE 17

HUGE AQUATIC BEAST

**Perception** +29; electromagnetic sight 400 feet, no vision
**Languages** electrocommunication
**Skills** Athletics +33, Occultism +26, Stealth +24, Survival +30
**Str** +6, **Dex** +9, **Con** +4, **Int** +0, **Wis** +2, **Cha** –1
**Electrocommunication** As diaspora worm.
**Electromagnetic Sight** As diaspora worm.

**AC** 42; **Fort** +29, **Ref** +32, **Will** +27
**HP** 315; **Immunities** paralyzed, sleep; **Resistances** cold 15
**Electromagnetic Blindness** As diaspora worm, but DC 35 Fortitude save.

**Speed** 5 feet, swim 50 feet
**Melee** ❖ jaws +32 (reach 15 feet), **Damage** 7d10+6 piercing
**Melee** ❖ tongue +34 (finesse, reach 50 feet), **Effect** tongue grab
**Darkwater Veil** ❖ As diaspora worm, but 20-foot emanation (counteract rank 9, counteract modifier +38).
**Darkwater Vortex** ❖❖ (occult, water) The diaspora worm sage stirs up a 40-foot-tall cylinder of water with a 20-foot radius within 300 feet. If the area isn't already filled with water, this ability fails. The vortex buffets all creatures, dealing 5d10 bludgeoning damage (DC 35 basic Reflex save). Creatures that fail the save are pulled 5 feet toward the center of the vortex (or 10 feet on a critical failure).
**Electromagnetic Surge** ❖❖ (occult) The diaspora worm sage emits a concentrated wave of electromagnetism in a 50-foot cone. Each creature in the area must

attempt a DC 35 Fortitude save. A creature with the tech trait uses the outcome one degree of success worse than the result of its roll.

**Critical Success** The creature is unaffected and becomes immune to Electromagnetic Surge for 1 hour.

**Success** The creature's items with the tech trait become glitching 1 for 1 round.

**Failure** The creature becomes stunned 1, and its items with the tech trait become glitching 2 for 1 minute. A creature with the tech trait also gains this glitching condition.

**Critical Failure** The creature becomes paralyzed for 1 round, and its items with the tech trait become glitching 3 for 10 minutes. A creature with the tech trait also gains this glitching condition.

**Swallow Whole** ❖ (attack) Large, 6d10+6 bludgeoning, Rupture 32 (page 210)

**Tongue Grab** As diaspora worm, but AC 37 and 32 slashing damage.

**Tongue Reel** ❖ (attack) As diaspora worm.

## DUST WORM AUGUR

Ancient diaspora dust worms become paragons of worm colonization, conquering asteroids and painstakingly terraforming them to support worm society.

### DUST WORM AUGUR — CREATURE 20

HUGE | AMPHIBIOUS | BEAST

**Perception** +32; electromagnetic sight 500 feet, no vision

**Languages** electrocommunication

**Skills** Athletics +39, Occultism +30, Stealth +28, Survival +34

**Str** +10, **Dex** +7, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

**Electrocommunication** As diaspora worm.

**Electromagnetic Sight** As diaspora worm.

**AC** 47; **Fort** +38, **Ref** +31, **Will** +30

**HP** 375; **Immunities** paralyzed, radiation, sleep; **Resistances** cold 20, fire 10

**Electromagnetic Blindness** As diaspora worm, but DC 43 Fortitude save.

**Speed** 30 feet, burrow 40 feet, swim 50 feet

**Melee** ❖ jaws +38 (reach 15 feet), **Damage** 7d12+10 piercing

**Melee** ❖ tongue +38 (finesse, reach 50 feet), **Effect** tongue grab

**Ranged** ❖ psammokinetic blast +36 (occult, range increment 80 feet, versatile S), **Damage** 4d8+20 piercing

**Electromagnetic Surge** ❖❖ (occult) As diaspora worm sage, but DC 40 Fortitude save.

**Sandstorm Vortex** ❖❖ (earth, metal, occult) The dust worm augur conjures a hurricane of sand and metallic bits in a 15-foot emanation. This vortex moves with the worm and lasts for 1 minute. The vortex grants the worm resistance 11 to physical damage and makes any creature inside of it hidden to creatures outside of it, and vice versa. Any creature that enters or starts its turn within the vortex must attempt a DC 40 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 3d10 slashing damage.

**Failure** The creature takes 6d10 slashing damage and takes a –15-foot status penalty to all Speeds while within the vortex.

**Critical Failure** As failure, but 12d10 slashing damage, and the creature is also knocked prone.

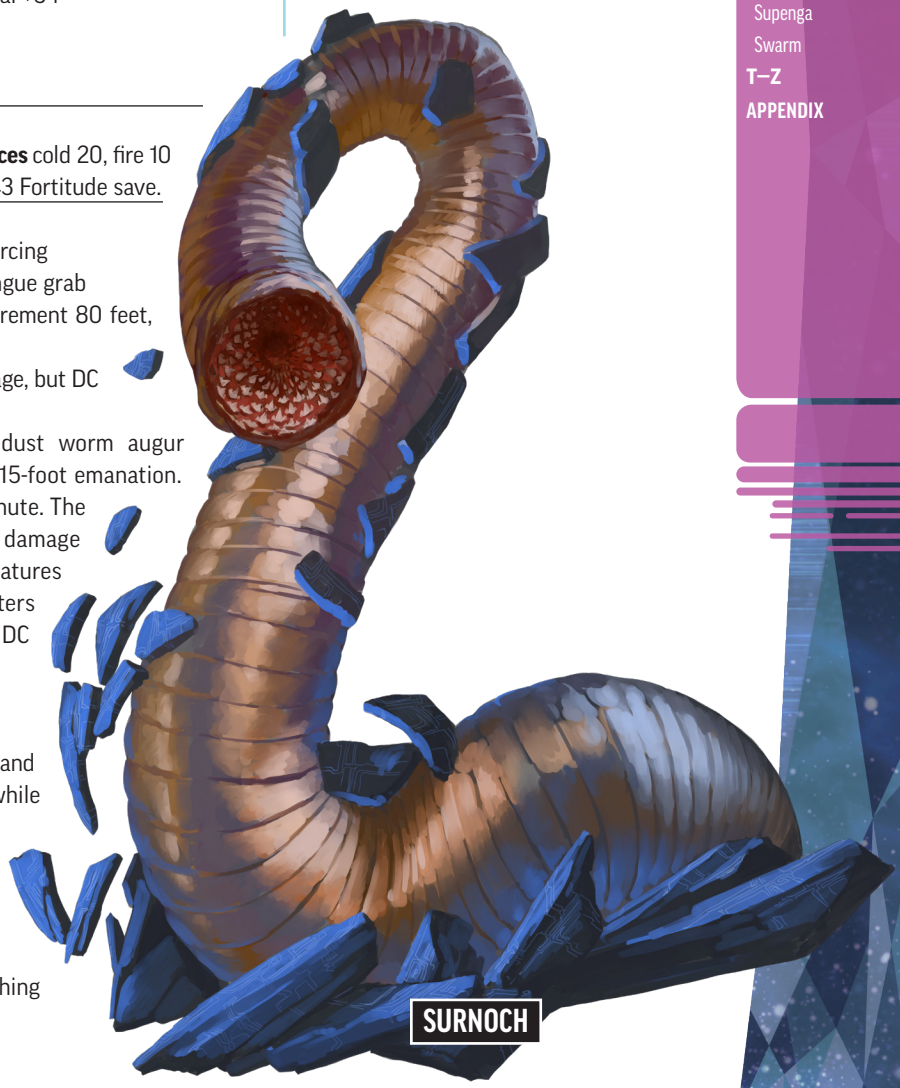
**Swallow Whole** ❖ (attack) Large, 6d12+10 bludgeoning, Rupture 38 (page 210)

**Tongue Grab** As diaspora worm, but AC 42 and 38 slashing damage.

**Tongue Reel** ❖ (attack) As diaspora worm.

## OTHER SPACE WORMS

Able to mutate and adapt to nearly any climate, many types of creatures that might be categorized as "space worms" exist across the galaxy, even if it's unclear how they're related to other space worms. Some can survive the depths of space, inhabiting small moons and asteroids or floating endlessly through the cosmos in search of hunting grounds. Others inhabit volcanoes, boiling deep sea trenches, and more mundane terrain on terrestrial planets. While typically solitary, space worms might band together to protect their hunting grounds from outside forces—especially other varieties of space worm.

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### THE DRIFT CRASH

For centuries, most accounts of spectra encounters were of the "Drift angels" that rescued lost and broken starships stranded in the Drift, bringing them out of hyperspace and back into the Universe itself. All this changed during the Drift Crisis disaster, when Drift travel failed across the galaxy. In the aftermath of the crash, spectra encounters sharply increased, and excubas have overtaken iridias as the spectra most commonly seen by spacefarers.

EXCUBA

## SPECTRA

In the Great Beyond, time is measured not in hundreds, thousands, or millions of years, but rather in eons—in iterations of reality itself. Only rising to prominence within the last three centuries alongside the advent and proliferation of Drift technology, spectra have thrived in a burgeoning niche of the otherwise stagnant zeitgeist of the Great Beyond.

Though their origins and objectives remain shrouded in mystery, encounters with spectra revolve around new technological discoveries, sharing the knowledge of faster-than-light travel, and protecting the Drift. No one knows if spectra existed before the Drift, but their connection to the hyperspace plane is indisputable. Prominent metaphysicians believe spectra were created as amalgams of raw quintessence pulled into the Drift, just as the Drift itself grows from pieces of the Multiverse. If this is true, spectra's interest in the proliferation of Drift technology takes a subtle sinister turn, as each new Drift engine serves to harvest the Great Beyond and all its denizens for the growth of the Drift and spectra themselves.

### EXCUBA

Unlike all other known types of spectra, excuba spectra are fragmented creatures made of countless tiny pieces that act together as a single networked whole. No accounts of an excuba encounter exist before the Drift crashed, and prevailing theories hold that either the trauma of the crisis created them, or they were created by the Drift as a response to the crisis itself. Whatever the case, excuba encounters have become all too common. These spectra swarms are often dispatched to infiltrate mortal worlds as spies or observers. They collect information for more powerful spectra like wyspirias to analyze and preserve. Some speculate that excubas have always lurked in the galaxy as invisible spies for other spectra, and that the Drift Crisis merely caused them to take a new, less cohesive form.

**EXCUBA** **CREATURE 4**

LARGE COSMIC SPECTRA SWARM

**Perception** +11; darkvision, techsense (precise) 60 feet

**Languages** arc network, digital telepathy, *truespeech* (can't speak any language)

**Skills** Computers +15, Deception +12, Drift Lore +13, Occultism +11, Piloting +11, Stealth +11

**Str** +0, **Dex** +5, **Con** +2, **Int** +3, **Wis** +1, **Cha** +2

**Arc Network** The excuba can communicate through items and creatures with the tech trait, projecting sound from and speaking through the item or creature's voice, speakers, or other audio output. In addition, the excuba can use any item or creature with the tech trait within their digital telepathy aura as the point of origin for their spells and abilities when calculating range, distance, line of effect, and area of effect.

**Slip Drive** An excuba has an internal biomechanical Drift engine, allowing them to function as a Drift engine for a starship or vehicle they pilot as a 1-minute activity. An excuba can enter or exit the Drift themself as a 1-minute activity. When an excuba gets a critical failure on a Piloting check to Navigate or Plot a Course through the Drift, they get a failure instead.

**Techsense** The excuba senses creatures and objects with the tech trait as a precise sense within the listed range.

**AC** 20; **Fort** +8, **Ref** +13, **Will** +11

**HP** 42; **Immunities** electricity, grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

**Autoencode** (illusion, mental, occult, tech) An excuba's visual appearance is altered when the excuba is perceived by creatures, items, and objects with the tech trait (such as robotic creatures, cameras, and sensors) unless they succeed at a Perception check against the excuba's Deception DC. Excubas in their swarm form appear to be formless shadows and are additionally concealed, while excubas in their humanoid forms register as familiar- or unremarkable-looking humanoids.

**Data Vault** An excuba can store data within their body as if they were a computer. Hacking an excuba requires three successes against their Will DC to access their data.

**Digital Telepathy** (aura, occult, tech) 100 feet. An excuba can communicate telepathically with any item or creature with the tech trait within their aura as well as with other technologically telepathic creatures (such as those with shortwave and similar abilities). This ability also allows the spectra to remotely attempt Computers checks within their aura.

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**Speed** 20 feet, fly 40 feet

**Occult Innate Spells** DC 21, attack +13; **2nd** *caustic conversion*, *inject nanobots*, *skim data* (at will); **1st** *delete*, *dream of home*; **Cantrips (2nd)** *analyze target*, *implant data*, *seek the stars*; **Constant (5th)** *truespeech*

**Change Shape** ❖ (concentrate, occult, polymorph) The excuba can take on the appearance of any Small or Medium humanoid.

**Data Search** ❖ (concentrate, occult, tech) **Frequency** once per minute; **Effect** The excuba selects one creature with the tech trait in their space, searching its mind and memories. The creature must attempt a DC 21 Will save.

**Critical Success** The creature is unaffected and immune to Data Search for 24 hours.

**Success** The creature is unaffected.

**Failure** The excuba accesses the creature's memories of the last 24 hours, downloading a holographic copy into their data vault and gaining insights into the creature's tactics. The creature must roll twice and take the lower result on its next attack roll, skill check, or saving throw against the excuba or one of the excuba's spells or abilities. This effect has the misfortune trait.

**Critical Failure** As failure, but the excuba also obtains a specific type of memory (such as what happened during the last time the creature encountered a Drift beacon) regardless of how long ago it was. The target creature loses this memory until it gains access to the excuba's data vault.

**Swarming Synchronization** ❖ (occult, sonic, tech) Each enemy creature in the swarm's space takes 2d8 sonic damage (DC 21 basic Reflex save). On a failure, creatures and objects with the tech trait become glitching 1 (or glitching 2 on a critical failure).

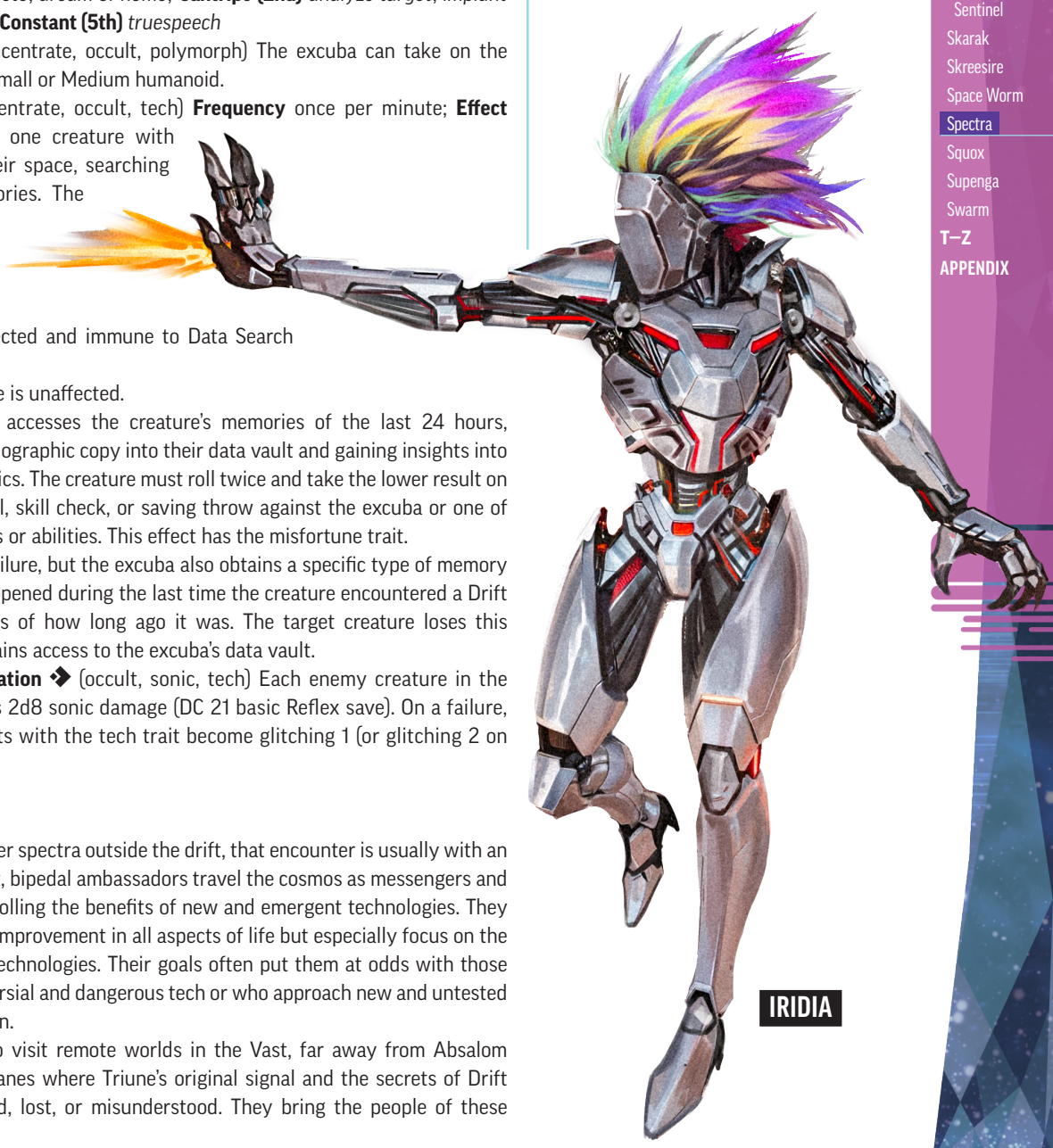
## IRIDIA

When mortals encounter spectra outside the drift, that encounter is usually with an iridia. These opalescent, bipedal ambassadors travel the cosmos as messengers and agents of the Drift, extolling the benefits of new and emergent technologies. They champion growth and improvement in all aspects of life but especially focus on the advancement of new technologies. Their goals often put them at odds with those who forswear controversial and dangerous tech or who approach new and untested discoveries with caution.

Iridias are known to visit remote worlds in the Vast, far away from Absalom Station and the Drift lanes where Triune's original signal and the secrets of Drift travel were suppressed, lost, or misunderstood. They bring the people of these

### VOICES OF THE DRIFT

Spectra rarely use their own voices to speak, instead telepathically harnessing nearby communication devices and communicating through starship intercoms or display text on vidscreens. In the rare accounts of spectra speaking aloud, their voices are described as mixes of synthesized, low-fidelity tones and "blurry-sounding" beeps and screeches.



IRIDIA

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## FACILIAN

Facilian the Blossoming Fractal is the first of the arc spectra, a demigod of beginnings, novel ideas, and experimentation. They inspire mortals toward breakthroughs in their work, strokes of sudden inspiration, and to overcome blocks in their perspectives. Facilian's followers sometimes receive visions of strange signs and formulas while traveling through the Drift, left to reach their own understandings of what the visions mean.

isolated worlds instructions to achieve interstellar travel and a second chance to join the galactic community.

### IRIDIA CREATURE 8

MEDIUM COSMIC SPECTRA

**Perception** +16; darkvision, techsense (precise) 60 feet
**Languages** arc network, digital telepathy, *truespeech* (can't speak any language)
**Skills** Acrobatics +16, Computers +18, Deception +14, Diplomacy +16, Drift Lore +20, Occultism +14, Piloting +14
**Str** +2, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +6
**Arc Network** As excuba.
**Slip Drive** As excuba.
**Techsense** As excuba.

**AC** 26; **Fort** +13, **Ref** +18, **Will** +16
**HP** 130; **Immunities** electricity; **Resistances** cold 6, sonic 6
**Digital Telepathy** As excuba.
**Reactive Strike** ↻ (page 209)
**Shift Dimensionality** ↻ **Frequency** once per round; **Trigger** The iridia is targeted by a ranged Strike; **Effect** A rainbow of visual distortion cascades across the iridia. They desynchronize from reality and are briefly replaced by a two-dimensional rendering, gaining concealment against the triggering Strike.

**Speed** 25 feet, fly 40 feet
**Melee** ❖ schism +18 (agile, deadly d8), **Damage** 2d8+6 bludgeoning
**Ranged** ❖ dusk ray +20 (magical, range increment 60 feet, versatile C), **Damage** 4d8 electricity
**Occult Innate Spells** DC 26, attack +18; **4th** *caustic conversion*, *translocate* (at will); **3rd** *holographic memory*, *mending*; **2nd** *detect thoughts*, *inject nanobots*, *skim data* (at will); **1st** *delete*, *wisp ally*; **Cantrips (4th)** *implant data*, *seek the stars*; **Constant (5th)** *truespeech*
**Change Shape** ❖ (concentrate, occult, polymorph) As excuba.

## WYSPIRIA

Whether they were created by the god Triune, the arc spectra Facilian, or by the Drift itself, wyspirias are a new evolution of spectra first encountered within the last few decades. Metaphysicians often explain wyspirias in contrast against iridias as spectra emissaries; where iridias travel the galaxy to share gifts of technology and information, wyspirias instead come to mortal worlds on a mission to collect and preserve mortal art and knowledge, storing it within themselves or bringing it back to the Drift for reasons as of yet unknown.

Wyspirias' glass-like bodies include a cascade of tentacle-like cords descending from their waists, which they use to plug themselves directly into both people and machines. Because their tentacles can resemble the outstretched roots of a small, floating tree, the librarian spectra are sometimes known as "trees of knowledge." They use their networks to transfer data and share emotional or sensory experiences between participants.

Though accounts of wyspirias appearing on mortal worlds are extremely rare, they've been known to sometimes involve themselves as mediators between warring civilizations. They work to ease tense negotiations at peace talks by connecting the opposing delegates to one another, enabling various parties to experience each other's perspectives. It's widely believed that spectra only dispatch wyspirias to intervene in mortal conflicts when a war could result in the loss of important information, prevent the discovery of future innovations, or interfere with the Drift itself.

### WYSPIRIA CREATURE 11

RARE MEDIUM COSMIC SPECTRA

**Perception** +21; darkvision, techsense (precise) 100 feet
**Languages** arc network, digital telepathy, *truespeech* (can't speak any language)

**Skills** Athletics +20, Computers +24, Deception +21, Drift Lore +26, Occultism +22, Piloting +22, Stealth +20
**Str** +3, **Dex** +5, **Con** +3, **Int** +7, **Wis** +2, **Cha** +4
**Arc Network** As excuba.
**Slip Drive** As excuba.
**Techsense** As excuba.

**AC** 30; **Fort** +18, **Ref** +24, **Will** +21
**HP** 220; **Immunities** electricity; **Resistances** cold 10, sonic 10
**Digital Telepathy** As excuba.
**Reactive Strike** ↻ (page 209)

**Speed** 10 feet, fly 50 feet
**Melee** ❖ tentacle +24 (finesse, reach 15 feet), **Damage** 4d10+3 plus Improved Grab
**Ranged** ❖ shockray +24 (magical, range increment 60 feet), **Damage** 5d8 electricity
**Area Fire** ❖❖ tentacle burst (10-foot emanation), **Damage** 4d10+3 slashing (DC 27 basic Reflex save)
**Occult Innate Spells** DC 30, attack +22; **6th** *x-ray vision*; **5th** *chrono push*, *overload systems*, *translocate* (at will); **4th** *discharge*, *mending*, *time's edge*; **3rd** *haste*, *holographic memory*, *slow*; **2nd** *caustic conversion*, *detect thoughts*, *inject nanobots*, *skim data* (at will); **1st** *delete*, *wisp ally*; **Cantrips (6th)** *analyze target, implant data*, *seek the stars*; **Constant (5th)** *truespeech*
**Borrow Time** ◈ (occult) **Frequency** once per minute; **Trigger** The wyspiria's turn begins; **Effect** The wyspiria pulls potential energy from their future self to use in the present. The wyspiria becomes quickened this turn and can use the extra action only for Fly, Stride, and Strike actions. At the end of the wyspiria's turn, they become slowed 1 until the end of their next turn.
**Connect** (occult) When a wyspiria Grabs a creature with a tentacle Strike, they automatically plug one of their many cord-like appendages into it. The sudden connection feeds the creature a stream of information and fabricated sensory data, making them stunned 1 unless they succeed at a DC 30 Will save. If the wyspiria moves, they bring the grabbed creature along with them. The wyspiria doesn't need to use additional actions to keep the creature grabbed; the creature remains grabbed as long as it's connected. The grabbed creature can attempt to Escape (DC 30) as normal. The wyspiria can connect with up to 10 creatures simultaneously.
**Overload Connections** ❖❖ (incapacitation, occult) **Requirements** At least one creature is connected to the wyspiria's tentacles; **Effect** The wyspiria maintains their connection. All connected creatures must attempt a DC 30 Will save.
**Critical Success** No effect.
**Success** The creature becomes stunned 1.
**Failure** The creature becomes stunned 2.
**Critical Failure** The creature becomes paralyzed for 1 round.
**Piercing Signal** ❖❖ (electricity, occult, sonic) The wyspiria emits a series of synthesized squeals. Each creature in a 20-foot emanation takes 6d6 electricity damage and 6d6 sonic damage (DC 30 basic Fortitude save) and is deafened for 1 minute on a failure (or 10 minutes on a critical failure). While a creature is deafened in this way, it also can't understand telepathic communication or any message conveyed by a tech device—for example, the target perceives text on comm units or other digital displays as scrambled text. The wyspiria can't use Piercing Signal again for 1d4 rounds.

## PROPHET OF THE DRIFT

In the aftermath of the Drift Crash, spectra became stranded across the galaxy, torn apart and unable to return to the Drift. Amid the destruction, a broken wyspiria called False Casanda emerged as a spectra champion and supposed guardian of Casandalee's essence. Though the All-Code has since returned, some say they have seen False Casanda's starship, the *Argent Sierra*, out in the Vast, hunting for something still lost.

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## SQUOX COMPANION

Some institutions have bred larger squoxes that are specially engineered to be more appropriate for combat. You can select a squox companion using the animal companion rules (*Tech Core*).

### COMBAT SQUOX COMPANION

UNCOMMON

Your companion is an augmented squox.
**Size** Small
**Melee** ❖ jaws (agile, finesse), **Damage** 1d6 piercing
**Str** +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0
**Hit Points** 6
**Skill** Stealth
**Senses** low-light vision, scent (imprecise, 30 feet)
**Speed** 25 feet, climb 25 feet
**Support Benefit** Your squox works with you to form an opening in combat. Until the start of your next turn, if your Strike damages a creature in your squox's reach, your squox can attempt to Disarm the target using its Acrobatics instead of Athletics.
**Advanced Maneuver** Go For the Eyes!

### GO FOR THE EYES! ❖❖

MENTAL

As trained squox.

## SQUOX

The tiny vulkarikis are a common animal in the Pact Worlds, originating from the planet Castrovel. Human explorers from Lost Golarion gave them the name "squox," as they interpreted the creatures as being a mix of fox and squirrel. Squoxes are cunning to the point of being devious and employ scare tactics to routinely abscond with shiny items they uncover on their travels. They exhibit complex social behaviors, including a distinct hierarchy between individuals in a skulk, and have a vast vocal repertoire used to assign signature sounds to different individual squoxes.

Having long since been exported from the Pact Worlds, squoxes are found throughout the galaxy, with many civilizations in Near Space maintaining growing communities of these tiny furry creatures, much to the growing consternation of the Xenowardens who worry that the highly adaptable squox has become an invasive species in several biomes. While some advocate for culling these populations, the popularity of the animal as a pet has made this view an incredibly unpopular stance.

Young squoxes are referred to as kits and can be purchased from the open market on most Pact Worlds. Squoxes tend to live for about 10 years. A typical squox weighs about 10 pounds and is about 3 feet long, with much of its length being its tail. Squoxes come in all colorations, and many even take on unique environmental adaptations to specific climates, such as desert-dwelling squoxes growing longer ears to help disperse heat.

### SQUOX — CREATURE –1

TINY ANIMAL

**Perception** +6; low-light vision, scent (imprecise) 30 feet
**Skills** Acrobatics +6, Stealth +6, Thievery +6
**Str** +0, **Dex** +3, **Con** +0, **Int** –4, **Wis** +0, **Cha** +1

**AC** 14; **Fort** +2, **Ref** +7, **Will** +2
**HP** 7

**Speed** 25 feet, climb 20 feet
**Melee** ❖ jaws +6 (agile, finesse), **Damage** 1d4 piercing
**Squox Tricks** A squox can Disarm and Trip creatures with its tail using Acrobatics instead of Athletics, even if it doesn't have a free hand. A squox can attempt to Disarm or Trip off-guard creatures up to two sizes larger than it and gains a +2 circumstance bonus to Disarm or Trip an off-guard target.

SQUOX

### TRAINED SQUOX — CREATURE 0

TINY ANIMAL

**Perception** +7; low-light vision, scent (imprecise) 30 feet
**Skills** Acrobatics +7, Stealth +7, Thievery +7
**Str** +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +0, **Cha** +2

**AC** 15; **Fort** +4, **Ref** +8, **Will** +3
**HP** 16

**Speed** 25 feet, climb 20 feet
**Melee** ❖ jaws +7 (agile, finesse), **Damage** 1d4+2 piercing
**Go for the Eyes!** ❖❖ (mental) The squox Strides, attempts an Acrobatics check against an adjacent creature's Perception DC, and then makes a jaws Strike.
**Critical Success** Thrown by the squox's sudden leap, the target is off-guard until the end of the squox's next turn.
**Success** The target is only momentarily startled and is off-guard until the end of the squox's current turn.
**Critical Failure** The squox misjudges the distance to its target's face and falls prone.
**Squox Tricks** As squox.

# SUPENGA

When rains grow sparse in this succulent's native habitat, it turns to another source for liquid: blood. The supenga has adapted to a world of scarcity and takes advantage of any chance to hunt using its sharp leaves and paralyzing toxin.

## SUPENGA PUP

Supengas reproduce by fruiting, a process that can take months in a harsh desert environment. Pups often spend years learning to survive before they are ready to strike out on their own—or are kicked out.

### SUPENGA PUP — CREATURE 5

MEDIUM PLANT

**Perception** +15; low-light vision, tremorsense (imprecise) 30 feet (page 210)
**Skills** Athletics +13, Stealth +13
**Str** +3, **Dex** +4, **Con** +5, **Int** –3, **Wis** +0, **Cha** +0

**AC** 21; **Fort** +14, **Ref** +13, **Will** +9
**HP** 58; **Weaknesses** slashing 5; **Resistances** cold 5, fire 5

**Speed** 30 feet, climb 20 feet
**Melee** ❖ bite +13, **Damage** 2d8+5 piercing
**Ranged** ❖ spine +14 (range increment 60 feet), **Damage** 2d8+3 piercing plus slowing enzyme
**Slowing Enzyme** (incapacitation, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** –10-foot status penalty to all Speeds (1 round); **Stage 2** –10-foot status penalty to all Speeds and slowed 1 (2 rounds); **Stage 3** –20-foot status penalty to all Speeds and slowed 2 (1 round)
**Spinning Charge** ❖❖ The supenga pup curls into a ball and launches itself forward. It Strides up to twice its Speed in a straight line. If it ends this movement adjacent to an enemy, it bashes into that enemy, dealing 3d8+3 bludgeoning damage (DC 22 basic Reflex save). A creature that critically fails this save is knocked prone.

## SUPENGA TITAN

These toxic titans can drain a living creature's blood in moments.

### SUPENGA TITAN — CREATURE 15

HUGE PLANT

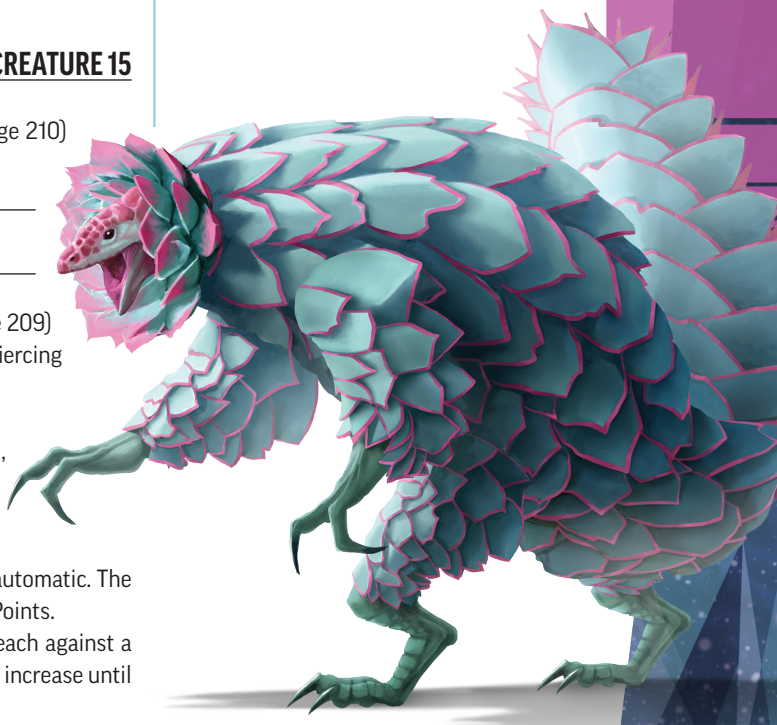
**Perception** +26; low-light vision, tremorsense (imprecise) 30 feet (page 210)
**Skills** Acrobatics +27, Athletics +29, Stealth +27
**Str** +6, **Dex** +5, **Con** +8, **Int** –3, **Wis** +0, **Cha** +0

**AC** 37; **Fort** +29, **Ref** +27, **Will** +23
**HP** 210; **Weaknesses** slashing 12; **Resistances** cold 12, fire 12

**Speed** 30 feet, climb 20 feet
**Melee** ❖ bite +29, **Damage** 3d12+12 piercing plus Improved Grab (page 209)
**Ranged** ❖ spine +28 (range increment 60 feet), **Damage** 3d8+6 piercing plus 4d6 poison and slowing enzyme
**Slowing Enzyme** As supenga pup, but DC 36.
**Siphon Blood** ❖ (primal) **Requirements** A grabbed, paralyzed, restrained, or unconscious living creature is within the supenga titan's reach; **Effect** The supenga titan absorbs the creature's blood with its spines. This requires an Athletics check against the creature's Fortitude DC if the creature is grabbed but is otherwise automatic. The creature becomes drained 1, and the supenga titan regains 21 Hit Points.
**Spine Volley** ❖❖ The supenga titan makes up to four spine Strikes, each against a different target. The supenga titan's multiple attack penalty doesn't increase until after it makes all the attacks.
**Swallow Whole** ❖ (attack) Large, 3d6+9 bludgeoning plus 4d8 acid plus slowing enzyme, Rupture 35 (page 210)

### LIFE FINDS A WAY

Supengas are extraordinarily long-lived and begin to wilt after 200 years. When glutted on blood, a mature supenga titan can produce several hundred offspring over the course of a century, though this rate tends to slow in the last half-century of its lifespan.



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### KRETHISKAR SUBCOLONY

First discovered by an ill-fated Starfinder expedition, the Krethiskar subcolony rested in torpor within the consumed huskworld of Krethiskar following the Swarm's arrival during the pre-Gap era. Once uncovered, the subcolony quickly sprang to life, but thanks to a series of events involving the psychically attuned szandite crystals, the subcolony formed a powerful mental link with the Starfinder leading the expedition. Now completely subsumed by the Swarm, the former Starfinder has become a living avatar for the Krethiskar subcolony, which, unlike the great Swarm, has become a clear and present danger in Near Space.

## THE SWARM

Developing far out in the Vast from an insectile species known as kucharns, the Swarm is considered the greatest threat in existence for several cultures. Composed of countless subcolonies, each consisting of myriad component subspecies, the Swarm is a vast host that acts in psychic union for the purpose of consuming all matter across the cosmos. Most frightening of all is the Swarm's ability to assimilate the knowledge and DNA of those they consume. Thanks to its pre-Gap development of star travel, the Swarm had already consumed innumerable systems before history short-circuited, and the Swarm's pace only accelerated once it received access to the Signal and the hyperspace dimension known as the Drift.

Worlds touched by the Swarm are drained of their natural resources and rendered barren places known as huskworlds. What outsiders consider to be "Swarm space" is little more than a swathe of lifeless worlds that the Swarm have consumed in its reckless advance. The Swarm so thoroughly strips these worlds that surveyors struggle to find even trace amounts of inorganic resources, such as rare minerals and water. Few of these huskworlds have been thoroughly explored, as oftentimes exploration awakens inert drones, theorized to have been left behind in case the devoured system was ever colonized and repopulated. Pockets of Swarm activity exist well beyond this region of space, as the Swarm sent out countless subcolonies in the ages before the Gap, and even now, only some of them have reached their intended destinations.

The Swarm is perhaps most known in the current era for two important facts. First, its assault on the Pact Worlds and the Veskarium led to the cessation of hostilities and tenuous alliance between the two powers. Second, the Swarm is the direct ancestor of the shirren species. Having broken away sometime during the Gap, shirrens found succor with the deity Hylax, who was believed to have evolved from a pre-Swarm kucharn and who turned her back on the ravenous entity the Swarm has evolved into.

In recent years, the Swarm had been seen as little more than a distant boogeyman with no activities save for classified actions in the Suskillon system in the Vast. However, the recent discovery of the missing Szandite world of Krethiskar inadvertently awoke a dormant subcolony that had been responsible for the world's consumption. Since then, the newly dubbed Krethiskar subcolony has become a scourge of Near Space, engaged in an active invasion of Szandite Collective worlds and poised to spill over into other powers like the Veskarium and Pact Worlds. This rediscovered subcolony has begun rapid evolution of its components and remains cut off from the wider Swarm, but it still represents a clear danger to Near Space.

ATHRAXER

### ATHRAXER

Swarm invasions deploy athraxers as infantry. Fearless and violent, they're crucial for providing reconnaissance of a world's environment and defenses. A single Swarm ship can carry thousands of eggs in stasis.

**ATHRAXER** **CREATURE 1**

MEDIUM KUCHARN

**Perception** +7; darkvision, motion sense 30 feet (imprecise)

**Languages** Shirren; telepathy 100 feet (page 210)
**Skills** Acrobatics +5, Athletics +8, Stealth +7
**Str** +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
**Motion Sense** An athraxer can sense nearby creatures through vibrations in air or water caused by movement as an imprecise sense at the listed range.

**AC** 15; **Fort** +9, **Ref** +7, **Will** +5
**HP** 19; **Resistances** acid 3
**Acid Blood** (acid) An adjacent creature that deals slashing or piercing damage to the athraxer is sprayed with acidic blood and takes 2 persistent acid damage (DC 14 basic Reflex save).
**Colony Mind** (aura) 30 feet. All allies with colony mind within the listed range of each other are in constant telepathic communication and are aware of all threats any individual knows about. While within range of at least one ally with colony mind, when a creature rolls a success on a save against a mental effect, it gets a critical success instead.
**Death Throes** ↷ **Trigger** The athraxer would die; **Effect** The athraxer first makes a claw Strike against a creature in reach, then dies.

**Speed** 25 feet, fly 20 feet
**Melee** ❖ bite +8, **Damage** 1d8+3 piercing
**Melee** ❖ claw +8 (agile), **Damage** 1d6+3 slashing
**Ranged** ❖ acid spit +7 (range increment 15 feet), **Damage** 1d6+3 acid

## SZYNEGATOR SWARM

A single szynegator vibrating causes slight vertigo, but when these tiny beetle-like components harmonize, the atmospheric disruption they generate renders most forms of communication inoperable. Szynegators can usually be found in isolated or desolate areas of planets so their number can grow unimpeded. Their presence harbingers a full Swarm invasion.

### SZYNEGATOR SWARM CREATURE 2

LARGE KUCHARN SWARM

**Perception** +9; darkvision, motion sense 30 feet (imprecise)
**Languages** Shirren; telepathy 100 feet (page 210)
**Skills** Acrobatics +8, Stealth +8
**Str** +2, **Dex** +4, **Con** +3, **Int** –3, **Wis** +1, **Cha** –2
**Motion Sense** As athraxer.

**AC** 17; **Fort** +7, **Ref** +10, **Will** +5
**HP** 31; **Immunities** precision; **Weaknesses** area damage 5, splash damage 5; **Resistances** acid 5, bludgeoning 2, piercing 5, slashing 5
**Colony Mind** (aura) 30 feet. As athraxer.
**Comm Occlusion** (aura) 40 feet. All electronic and telepathic communication, except for that with the colony mind ability, ceases to function, and affected creatures take a –2 circumstance penalty to Perception checks. When three or more szynegator swarms are aware of each other using colony mind, the range of comm occlusion increases to 100 feet. This range increases to planetary when 10 or more szynegator swarms are aware of each other using colony mind.

**Speed** 25 feet, climb 20 feet, fly 20 feet
**Sonic Distortion** ❖ (sonic) Each enemy in the szynegator swarm's space takes 1d8 sonic damage (DC 18 basic Reflex save).

### RELICS OF DOOMED WORLDS

While most of the Swarm's diet will be digested beyond recognition, particularly sturdy remains such as magic items or starmetal augmentations can survive for years before being disgorged from their bodies. Post-mortem inspections of a slain kucharn invader can yield evidence of its origins, including valuable mementos of worlds devoured by the Swarm.

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## ATTACK OF THE SWARM!

A few scant years ago, a group of heroes who were part of the defense force of the planet Suskillon in the Vast rose up to fend off the Swarm. The heroes followed clues that led them to discover the Swarm's plot—to retrace the path of the shirren exodus, absorb knowledge of the shirrens' defection, and through this knowledge attain divine power. The heroes ultimately defeated the God-Host, a being created to harness this power, but even such a victory can't keep the Swarm at bay forever.

## EMGANAT

Emganats were first encountered during the Krethiskar subcolony's sudden emergence and the first attacks on Szandite Collective space. These wolf-sized components can burrow beneath the ground, and they move at great speeds to reach a location where they can set up an ambush. Then, once they detect a threat, the emganats spring forth from their burrowed positions and lay into their foes with an acidic cannon located in their mouths. The more emganats that unleash their bio-acid on foes, the faster the substance dissolves their targets in an agonizing display.

### EMGANAT CREATURE 3

MEDIUM KUCHARN

**Perception** +9; darkvision, motion sense 30 feet (imprecise)
**Languages** Shirren; telepathy 100 feet (page 210)
**Skills** Athletics +9, Stealth +11
**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +0, **Cha** –2
**Motion Sense** As athraxer.

**AC** 18; **Fort** +8, **Ref** +11, **Will** +7
**HP** 38; **Resistances** acid 5
**Colony Mind** (aura) 30 feet. As athraxer.
**Burrowing Reveal** ↷ (move) **Requirements** Initiative hasn't yet been rolled, and the emganat is burrowed; **Trigger** A creature enters the range of the emganat's motion sense; **Effect** The emganat notices the creature and Burrows before it rolls initiative. This movement must cause the emganat to emerge from the ground.

**Speed** 20 feet, burrow 30 feet
**Melee** ❖ claws +11 (agile), **Damage** 1d8+4 piercing
**Ranged** ❖ acidic mouth cannon +13 (acid, range increment 15 feet), **Damage** 1d8 acid plus 1d4 persistent acid
**Coordinated Digestion** If the emganat successfully Strikes a creature with its acidic mouth cannon and that creature was already taking persistent acid damage, increase the damage dice of the persistent damage by one step (to a maximum of d8s).

EMGANAT

## BASTOROX

The dreaded bastoroxes are bio-organic bulwarks that use an immense chitinous shield to deflect damage while loosing bolts of bioelectricity at foes. They hold positions for advancing Krethiskar subcolony components, such as the multitudes of agile emganats. These biohulks are but one of the new innovations found within the ranks of the Krethiskar subcolony, and they were active during the siege of Rodnarth, where they implacably advanced through that world's treacherous swamps.

### BASTOROX CREATURE 6

LARGE KUCHARN

**Perception** +14; darkvision, motion sense 30 feet (imprecise)
**Languages** Shirren; telepathy 100 feet (page 210)
**Skills** Athletics +14, Intimidation +13
**Str** +4, **Dex** +1, **Con** +6, **Int** +0, **Wis** +2, **Cha** +1
**Motion Sense** As athraxer.

**AC** 24 (26 with shield raised); **Fort** +18, **Ref** +11, **Will** +12
**HP** 95; **Resistances** acid 10

**Colony Mind** (aura) 30 feet. As athraxer.
**Shield Arm** A bastorox's battering arm can also be used as a shield (Hardness 5, 30 HP, BT 15). If the shield is destroyed, the bastorox takes a –2 circumstance penalty to attack rolls made with its battering arm Strikes. A destroyed shield arm regenerates over the course of 24 hours.
**Shield Block** ↷ (page 210)

**Speed** 25 feet
**Melee** ❖ battering arm +14 (shove), **Damage** 2d8+8 bludgeoning
**Melee** ❖ arm blade +14 (agile, reach 10 feet, versatile P), **Damage** 2d6+4 slashing
**Bioelectric Jolt** ❖ (electricity) The bastorox unleashes a bolt of bioelectric energy from its arm blade. The bolt deals 6d8 electricity damage to all creatures in a 30-foot line with a DC 22 basic Reflex save. The bastorox can't use Bioelectric Jolt again for 1d4 rounds.

## THRESHER LORD

Engineered to be heavy assault forces, thresher lords break enemy formations and cut paths through fortifications to make way for masses of infantry components. The enormous blades protruding from their forearms have evolved not just as weapons, but to provide both aerodynamic support and a modicum of protection while thresher lords close into melee range.

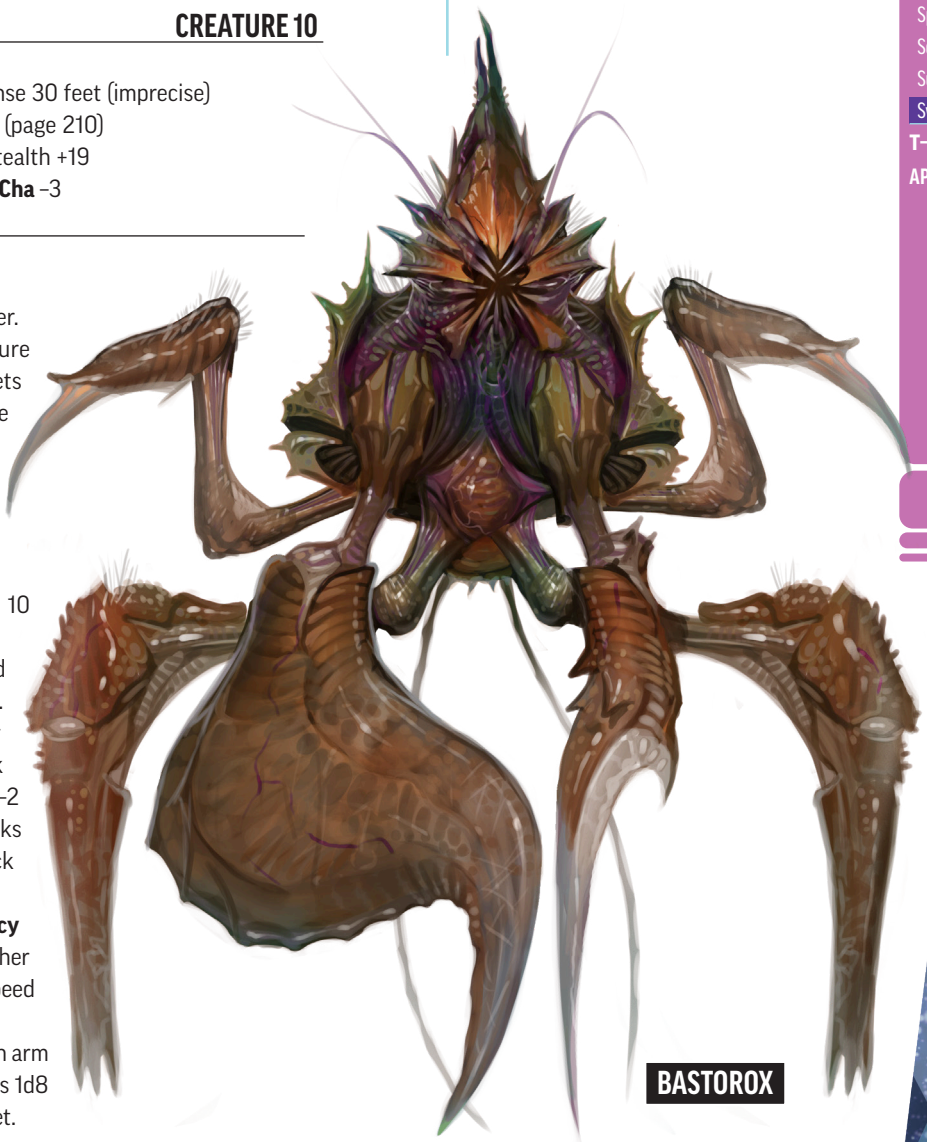
### THRESHER LORD CREATURE 10

LARGE KUCHARN

**Perception** +21; darkvision, motion sense 30 feet (imprecise)
**Languages** Shirren; telepathy 100 feet (page 210)
**Skills** Acrobatics +19, Athletics +20, Stealth +19
**Str** +8, **Dex** +5, **Con** +3, **Int** –2, **Wis** +1, **Cha** –3
**Motion Sense** As athraxer.

**AC** 29; **Fort** +23, **Ref** +19, **Will** +17
**HP** 175; **Resistances** acid 13
**Colony Mind** (aura) 30 feet. As athraxer.
**Deflecting Blades** ↷ **Trigger** A creature adjacent to the thresher lord targets the thresher lord with a melee attack; **Effect** The thresher lord gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 25 feet, climb 20 feet, fly 20 feet
**Melee** ❖ arm blade +23 (agile, reach 10 feet), **Damage** 2d12+14 slashing
**Blade Storm** ❖❖ The thresher lord makes three arm blade Strikes. Each Strike uses the thresher lord's current multiple attack penalty, but each Strike takes a –2 penalty. This counts as three attacks when calculating its multiple attack penalty.
**Hurtle** ❖❖ (move, traversal) **Frequency** three times per day; **Effect** The thresher lord Strides up to three times its Speed in a straight line.
**Serrated Blades** On a critical hit with an arm blade Strike, the thresher lord inflicts 1d8 persistent bleed damage to its target.



BASTOROX

### INGEST, ADAPT, OVERCOME

To represent Swarm components that have evolved to consume or live on other worlds, consider adding creature adjustments from pages 204–207. For example, a colony that invades an oceanic planet can apply the marine creature adjustments.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### TERRIBLE ORIGINS

Speculation about the Terror's origins has led only to confusion and despair. Some believe it's an intentional creation, perhaps a biological weapon grown in a hidden lab on Elindrae. Others believe it's a sort of amalgamated mass of toxins and magic waste. Some point to the region where it landed—the Singing Range of Ukulam—and suggest it originally came from someplace deep beneath Castrovel's surface. While many have balked at these claims, preferring to think a creature so terrible must have come from the Vast or perhaps rode to Elindrae on a newly opened Drift lane, the Terror's strange connection to the elindrian cultists suggests its history is somehow tied to Castrovel.

## TERROR OF UKULAM

When a massive ooze-like being emerged from the polluted caverns of Castrovel's industrial moon, Elindrae, the planet's leaders made the mistake of assuming the ooze posed no threat to Castrovel itself. When the ooze destroyed several of the moon's shipyards, then launched itself through space to the remote reaches of Ukulam, they made the mistake of assuming they had time to quarantine the threat in that continent's remote wilderness. When its radiation began to spread, and long-dead elindrian cultists rose from their nest-necropolises beneath the Singing Range to worship the ooze, the planet's leaders finally understood they couldn't ignore it. They called it the Terror of Ukulam. They still don't understand quite what it is, why it exists, or what it wants.

The Terror is an enormous ooze-like thing, somewhat resembling layered flaps of oily dark green flesh. It conceals its only anatomical feature—a large purple eye—beneath its undulating surface. The creature spends most of its time floating in deep subterranean caverns or ocean trenches, remaining immobile for days at a time, then suddenly traversing a great distance, almost always in a straight line, before stopping again. These stops are seemingly random, but they've displaced settlements with increasing regularity. The vengeful worshippers who follow the Terror's path are almost as dangerous as the radiation it spreads, though their reasons for following it are as inscrutable as the Terror itself.

Thanks to the nature of atomic energy and especially atomic weapons, Castrovel's scientists have deduced that the radioactive Terror is likely to cause as much destruction in death as it has caused in life—or perhaps more. Even if the combined military might of Castrovel and its allies was sufficient to defeat the Terror, these scientists have warned that they need more time to study the Terror and assess the risks of destroying it outright. Of course, every day that passes is another day that more elindrians flock to the Terror, and yet more victims cross its destructive path.

### TERROR OF UKULAM CREATURE 22

UNIQUE GARGANTUAN COSMIC OOZE

**Perception** +39; darkvision, tremorsense (imprecise) 200 feet (page 210)

**Languages** voice of linked minds

**Skills** Acrobatics +31, Athletics +42, Intimidation +36, Nature +38, Stealth +31, Survival +42

**Str** +12, **Dex** –5, **Con** +12, **Int** +6, **Wis** +8, **Cha** +6

**Voice of Linked Minds** The Terror doesn't speak, but it can psychically communicate complex concepts with any creature within 200 feet that is part of a hive mind, husk mind, or similar shared mind. Other creatures that can communicate telepathically can somewhat understand the Terror, but their understanding is vague.

**AC** 33; **Fort** +40, **Ref** +30, **Will** +36; +1 to all saves vs. primal

**HP** 660, regeneration 25 (deactivated by fire; page 210); **Immunities** controlled, critical hits, disease, emotion, mental, paralyzed, poison, precision, sleep; **Weaknesses** fire 15; **Resistances** acid 15, cold 15

**Ancient Bond** The Terror commands obedience from creatures on Castrovel, suggesting an ancient connection to the planet. Wild creatures native to Castrovel or its moon must succeed at a DC 45 Will saving throw when they first come within 200 feet of it on a given day; on a failure, they improve their attitude toward the Terror to friendly. Creatures that become friendly typically approach the Terror, resulting in a painful death by radiation sickness.

**Radioactive Death** (primal, radiation) When the Terror of Ukulam dies, it explodes in a radioactive blast that instantly vaporizes all creatures and objects within 30 miles and deals 45d12 fire damage to all creatures, objects, and structures in a 150-mile-radius emanation with a DC 45 basic Fortitude save. Creatures in the area are also exposed to terrible radiation sickness (page 187). The terrain and any bodies of water (or suitable portions of larger bodies, such as oceans, at the GM's discretion) become terribly radioactive (page 187) for a minimum of 50

years, after which time they slowly become less radioactive, using less severe degrees of radiation from *GM Core* at the GM's discretion.

**Terribly Radioactive** (aura, disease, poison, radiation) 120 feet. The Terror spreads radiation everywhere it goes. Non-creature plants near the Terror quickly wither and die. Any creature that begins its turn within the aura is sickened 3 and is exposed to terrible radiation sickness each round.

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**Speed** 35 feet, burrow 25 feet, fly 100 feet, swim 100 feet; *unfettered movement*

**Melee** ❖ sludge tendril +43 (agile, magical, reach 30 feet), **Damage** 4d10+24 bludgeoning plus 2d6 poison and toxic touch

**Ranged** ❖ toxic globule +38 (magical, range increment 90 feet), **Damage** 4d10+24 bludgeoning plus 2d6 poison

**Primal Innate Spells** DC 45; **10th** *cataclysm*, *indestructibility*; **9th** *atomic blast*; **Constant (4th)** *unfettered movement*

**Induce Frenzy** ❖ (mental, primal) **Frequency** once per day; **Effect** The Terror stirs creatures in hive minds into a frenzy. Each creature within 200 feet that's part of a hive mind gains the quickened condition for 1 minute, and it can use the extra action each round only to Stride or Strike.

**Terrible Radiation Sickness** (disease) This radiation causes unimaginably painful burns, unrelenting nausea, and death; **Saving Throw** DC 45 Fortitude; **Onset** 1 hour; **Stage 1** 13d6 poison damage and sickened 1 (1 hour); **Stage 2** 14d6 poison damage and sickened 2 (1 hour); **Stage 3** 15d6 poison damage and sickened 3 (1 hour); **Stage 4** death

**Toxic Touch** Creatures struck by the Terror's sludge tendril gain weakness 10 to poison and take a –2 status penalty to Fortitude saves for 1 round.

**Undulating Wrath** ❖❖❖ The Terror Strikes with its sludge tendrils six times.

**Vorpal Eye Beam** ❖❖ (death, incapacitation, occult) The Terror pulls back a lid of oozy "skin" to reveal its only anatomical feature—an enormous dark purple eye—firing an invisible particle beam along the path of its gaze. The beam is 10 feet wide and 120 feet long. Creatures in the area take 18d8 slashing damage (DC 45 basic Fortitude save). Creatures that critically fail their save are instantly decapitated. This kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if its last head is severed. The Terror can't use Vorpal Eye Beam again for 1d4 rounds. During this time, it loses immunity to critical hits and precision damage.

## ELINDRIANS

The beings known as elindrians seem to worship the Terror of Ukulam as a deity, though the historical connection between these fanatics and the ooze-like Terror is as mysterious as the creatures' origins. There's no known instance of the Terror communicating with elindrians, though it's certainly capable of doing so. The number of elindrians who follow in the Terror's wake—or even get close enough to expose themselves to its radiation as they spread violence across the planet—is steadily increasing.

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### CALDERA MINING

Once cooled after the creature's death, the valuable metal in a thermatrod caldera's back plate can be harvested with a successful DC 29 Crafting or Mining Lore check. The most common starmetal found within is adamantine, and a determined prospector can retrieve one adamantine chunk (or two on a critical success) from a single thermatrod caldera's body.

## THERMATROD

Originally thought to be exiles from the Plane of Fire, thermatrods actually developed independently in multiple star systems in the Universe. A thermatrod resembles a molten bipedal creature, though they often walk on their front knuckles to support their heavy frames. Thermatrods sport distinctive raised dorsal plates that resemble hexagonal basalt columns, which researchers use to estimate an individual's age. A thermatrod's hardened exterior varies greatly based on local mineral deposits that make up a thermatrod's diet.

### THERMATROD

A standard thermatrod dwells near volcanic vents and other sources of intense heat.

**THERMATROD** **CREATURE 3**

LARGE BEAST FIRE

**Perception** +9; no vision, temperature sense (precise) 60 feet
**Skills** Acrobatics +7, Athletics +10, Intimidation +9
**Str** +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0
**Temperature Sense** A thermatrod can detect nearby changes in temperature as a precise sense to detect living creatures and other heat sources.

**AC** 18; **Fort** +12, **Ref** +9, **Will** +7
**HP** 45; **Immunities** fire; **Weaknesses** cold 5
**Melting Aura** (aura, fire) 10 feet. A creature that begins its turn within this aura takes 1d6 fire damage (DC 17 basic Fortitude save).

**Speed** 25 feet
**Melee** ❖ fist +12 (fire, reach 10 feet), **Damage** 1d8+4 bludgeoning plus 1d6 persistent fire
**Ranged** ❖ lava blob +10 (fire, propulsive, range increment 30 feet), **Damage** 1d6+2 fire
**Slag Barrage** ❖❖ The thermatrod sprays part of its molten core in a 15-foot cone that hardens moments later. Each creature in the area takes 4d6 fire damage (DC 20 basic Reflex save). A creature that fails the save is also immobilized (Escape DC 20). The thermatrod can't use Slag Barrage again for 1d4 rounds.

THERMATROD

### THERMATROD CALDERA

Under certain electromagnetic conditions, two or more thermatrods might eject their molten cores into a shared magma chamber. The conjoined material forms a caldera, a mighty beast with starmetal veins running through its plates.

**THERMATROD CALDERA** **CREATURE 10**

HUGE BEAST FIRE

**Perception** +19; no vision, temperature sense (precise) 60 feet
**Skills** Acrobatics +17, Athletics +22, Intimidation +19
**Str** +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +0, **Cha** +0
**Temperature Sense** As thermatrod.

**AC** 29; **Fort** +22, **Ref** +19, **Will** +17
**HP** 180; **Immunities** fire; **Weaknesses** cold 10
**Melting Aura** (aura, fire) 15 feet. As thermatrod, but 4d6 fire damage and DC 26.

**Speed** 25 feet
**Melee** ❖ fist +23 (fire, reach 10 feet), **Damage** 2d12+10 bludgeoning plus 2d6 persistent fire
**Ranged** ❖ lava blob +21 (fire, propulsive, range increment 30 feet), **Damage** 2d10+6 fire
**Slag Barrage** ❖❖ As thermatrod, but 11d6 fire, DC 29 basic Reflex save, and Escape DC 29.

# TRAWLER

Experienced explorers of Castrovel know to monitor the sky, lest they be caught unaware by a diaphanous trawler. A trawler can spin a filament with sticky coating that has a mild anesthetic effect, allowing them to stalk at a distance and then pull their prey in close, all while comfortably airborne.

It's extremely rare for an adult trawler to land or alight on anything voluntarily. Usually, they maintain at least a minimal air gap between themself and any object. If forced to be on the ground, a trawler can use their tentacles to clumsily ambulate, though more often than not, they'll launch themself into the air given the first opportunity.

## TRAWLER CREATURE 5

HUGE ABERRATION

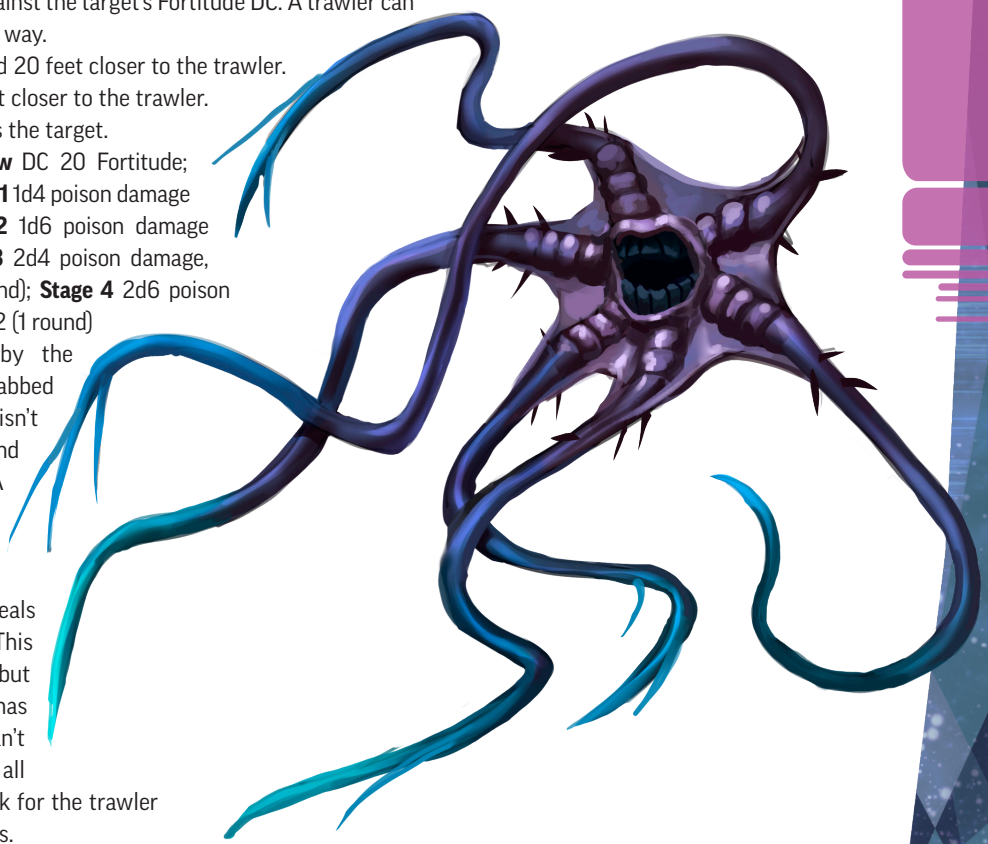
**Perception** +15; darkvision
**Languages** Castrovelian (can't speak); telepathy 60 feet (page 210)
**Skills** Acrobatics +13, Athletics +12, Stealth +13
**Str** +3, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +1

**AC** 21; **Fort** +12, **Ref** +15, **Will** +10
**HP** 80
**Transparency** Unless they've fed recently, the trawler is naturally fully transparent, allowing them to Hide without concealment or cover and granting them a +4 circumstance bonus to Stealth checks to Hide. A trawler loses this transparency if they take a hostile action of any kind.

**Speed** 10 feet, fly 50 feet, swim 20 feet
**Melee** ❖ beak 15 (reach 10 feet), **Damage** 2d6+6 piercing plus trawler venom
**Melee** ❖ tentacle +11 (reach 20 feet), **Damage** 2d8+6 bludgeoning
**Ranged** ❖ lasso filament +15 (range increment 50 feet), **Effect** sticky filaments
**Reel In** ❖ **Requirements** The trawler has a Medium or smaller creature grabbed with its lasso filament; **Effect** The trawler pulls the creature toward themself. They attempt an Athletics check against the target's Fortitude DC. A trawler can lift a creature off the ground in this way.
**Critical Success** The target is moved 20 feet closer to the trawler.
**Success** The target is moved 10 feet closer to the trawler.
**Critical Failure** The trawler releases the target.
**Trawler Venom** (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round); **Stage 3** 2d4 poison damage, enfeebled 2, and sickened 1 (1 round); **Stage 4** 2d6 poison damage, enfeebled 2, and sickened 2 (1 round)
**Sticky Filaments** A creature hit by the trawler's lasso filament becomes grabbed by the trawler. The creature isn't immobilized, but it can't move beyond the range of the lasso filament. A creature is clumsy 1 for as long as it's grabbed by a lasso filament. A creature can sever the filament with a Strike against AC 19 that deals at least 6 fire or slashing damage. This deals no damage to the trawler but destroys the filament. A trawler has three lasso filaments, and they can't use their lasso filament Strike if all three are destroyed. It takes a week for the trawler to regrow all three of their filaments.

### FROM SEA TO SKY

Though known as airborne predators, trawlers begin life as aquatic creatures. Trawlers lay their eggs in protected saltwater coves. The hatchlings remain in the water for 7 to 8 months before clambering their way onto tide pool rocks for a brief amphibious phase as they transition from water-breathing to air-breathing creatures. Once the transition is complete, they release their grip, catching the seasonal winds to become permanently sky-bound, except for regular egg-laying cycles.



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### MUSIC OF THE SPHERES

Every warp troll's life begins in the silence of space. Then, something tears in reality, and they're thrust into a world of noise and pain. Warp trolls find noise vexing, but they seem to have a particular hatred of music. While music serves as a cornerstone of virtually every culture, it drives warp trolls to the brink. More than one concert has ended with a sudden attack by enraged warp trolls. No one style seems to affect a warp troll more than another, but the band Danger Skitter insists that they've perfected a "cosmorock" style that drives the creatures away.

WARP TROLL

## TROLL

In pre-Gap times, trolls were renowned as vicious killers with the ability to regenerate their flesh, rebounding from nearly any injury and reacting with devastating violence. In the intervening centuries, even more horrifying troll specimens have emerged from the depths of space.

### WARP TROLL

Warp trolls appear in areas where powerful magic or cosmic phenomena tear the fabric of space and time. Perhaps originating from another reality entirely, they find themselves trapped in a universe that's at once confusing to them but filled with delicious prey.

Warp trolls typically stand approximately 15 feet tall and weigh about 1,500 pounds. Their skin is pale green and partially translucent, showing glowing purple veins and the shadows of misshapen organs inside. Each limb has up to a dozen sharp, glass-like spikes that the trolls can detach and throw. A spike removed in this way regrows within the hour.

Warp trolls seem to have an instinctual understanding of Jotun and can learn other languages, but they rarely speak. Noise in general seems to alarm and disturb them, and in combat, they often target the creature making the most noise unless a greater threat presents itself. Unusually for trolls, these creatures possess telepathy with a limited range as well as somewhat complex minds. Getting close enough to communicate telepathically with a warp troll usually means standing within claw's reach, however, and few individuals take such a risk.

**WARP TROLL** **CREATURE 6**

LARGE | COSMIC | GIANT | HUMANOID | TROLL

**Perception** +14; darkvision

**Languages** Jotun; telepathy 10 feet (page 210)

**Skills** Athletics +15, Dark Tapestry Lore +9, Intimidation +13, Survival +11

**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +2

**AC** 23; **Fort** +16, **Ref** +13, **Will** +11

**HP** 110; regeneration 15 (deactivated by sonic; page 210); **Immunities** bleed; **Weaknesses** sonic 5

**Defensive Phase** ↷ **Trigger** An enemy scores a critical hit against the warp troll, or the warp troll critically fails a saving throw against a damaging spell; **Requirements** The warp troll's regeneration hasn't been deactivated; **Effect** The warp troll's body phases partially out of reality. They become incorporeal until the end of their next turn, gaining resistance 5 to all damage except force and Strikes with the *ghost killer* weapon property. This resistance is doubled against non-magical damage. The triggering damage is calculated using this resistance.

**Speed** 25 feet, fly 25 feet (in zero-g only)

**Melee** ❖ jaws +17, **Damage** 2d8+8 piercing

**Melee** ❖ claw +17 (agile, reach 10 feet), **Damage** 2d6+8 slashing

**Ranged** ❖ phasic spike +15 (range increment 30 feet), **Damage** 2d6+8 piercing

**Fold Reality** ❖❖ The warp troll disappears into a pocket dimension until the start of their next turn. They can reappear in any unoccupied space within 60 feet of their previous location. The warp troll can't Fold Reality again for 1d4 rounds.

**Spike Shift** A warp troll's phasic spikes shift out of reality until they reach their target, ignoring circumstance bonuses to the target's AC granted by cover.

### MUTANT TROLL

Mutant trolls come into the Universe kicking and screaming, barely aware of their surroundings. They bite and claw at anyone who comes near, though no one knows for sure how they come into existence. They take shelter in broken-down reactors and hazardous waste dumps throughout the galaxy. Sometimes, mutant trolls puzzle

together bits of tech to craft themselves a jetpack or rocket pod for propulsion to escape these sites and seek gory pleasures elsewhere.

These trolls vary greatly in appearance, but they tend to have droopy skin and hair, a side effect of their twisted regenerative powers. One of the few things mutant trolls love is to bask in the glow of a broken reactor system. They take rapturous joy in the feel of radiation washing over their skin—they speak to themselves in hushed tones about ancient kin who filled their bodies with so much radiation that they acquired primal magic powers.

## MUTANT TROLL CREATURE 9

LARGE | COSMIC | GIANT | HUMANOID | MUTANT | TROLL

**Perception** +18; darkvision
**Languages** Common, Jotun
**Skills** Athletics +21, Crafting +16, Intimidation +19, Junk Lore +13, Piloting +13
**Str** +6, **Dex** +0, **Con** +4, **Int** +1, **Wis** +3, **Cha** –1

**AC** 26; **Fort** +21, **Ref** +16, **Will** +16
**HP** 178, regeneration 20 (deactivated by cold or electricity; page 210); **Immunities** acid, radiation; **Weaknesses** cold 10, electricity 10
**Reactive Strike** ↻ (page 209)

**Speed** 25 feet
**Melee** ❖ jaw +21, **Damage** 2d10+10 piercing
**Melee** ❖ claw +21 (agile, reach 10 feet), **Damage** 2d6+10 slashing
**Mauling Flurry** ❖❖ **Frequency** once per round; **Effect** The mutant troll makes two claw Strikes against one target without increasing their multiple attack penalty. If both Strikes deal damage, the troll can attempt a jaw Strike against that target with the normal multiple attack penalty.
**Mutated Split** ❖❖❖ **Frequency** once per day; **Effect** The mutant troll rips themself apart into two separate Large-sized entities, sharing one fractured sentience between them. While in this form, the mutant troll halves share a communal Hit Point pool and have 4 actions to share between them on their turn. If both halves are included in an area of effect, they must both attempt saving throws, taking the worse result, but only taking damage once.
**Reforming Merge** ❖ (manipulate) **Requirements** The mutant troll halves are adjacent to each other; **Effect** The mutant troll halves re-form into a single entity.
**Splurting Slime** ❖❖ **Requirements** The mutant troll is in its Mutated Split form, and both halves are within 30 feet of each other; **Effect** The duplicated beings spray mutated flesh and organs toward each other, absorbing most of the pieces but raining down acidic viscera on any creatures caught in the 10-foot-wide line between them. These creatures take 8d8 acid damage with a DC 27 Reflex save. The troll can't use Splurting Slime again for 1d4 rounds.
**Critical Success** The creature is unaffected.
**Success** The creature takes half damage.
**Failure** The creature takes full damage and is sickened 1.
**Critical Failure** The creature takes double damage and is sickened 2.

### TROLL TECH

Mutant trolls sometimes come into being in deep space or among the hulks of crashed spaceships, alone in the Vast. Despite enjoying these sorts of environments, mutant trolls still find loneliness boring and craft temporary ships for themselves that hold together just long enough for a single one-way voyage to other planets. Oddly, mutant trolls seem capable of speech and name these short-lived vessels. These names usually embody things they desire, such as *Destroyer Of Life*, *Gnasher Of Hope*, or simply *Swiftly It Flies*.

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### SOLITARY CREATURES

Veolisks are solitary creatures. While that isn't unique among the vast cosmos, the reason is nonetheless curious: a veolisk isn't immune to the effects of a gaze from another veolisk. While older veolisks are more capable of recognizing themselves and controlling their gaze, a young veolisk can be undone with an object as simple as a mirror.

## VEOLISK

Veolisks, formidable creatures from remote planets within the Vast, are reminiscent of prehistoric megafauna, despite their relatively smaller size. These lumbering quadrupeds, characterized by their reptilian features and bony exoskeletons, evoke the mystery and fear often associated with ancient colossal creatures. The reason for their seclusion becomes apparent as most xenobiologists posit that the creature's gaze, capable of inducing mental distress in other species, renders habitation near veolisk territory a daunting challenge. Encounters with veolisks near established communities lead to ruthless hunts.

The creatures, with their signature Void Gaze ability, have sparked speculation about their lineage. Some theories propose that veolisks descended from ancestors with more potent gaze attacks, earning them the moniker "void basilisks" among those versed in Lost Golarion's ancient folklore. An intriguing hypothesis suggests that millennia ago, destruction-loving cultists of the Devourer might have selectively bred the first veolisks, a narrative predating the Gap.

Despite their fearsome reputation, veolisks find utility as guardians for Devourer cult bases and even as pets to individuals embracing the chaos of the universe. Interestingly, veolisks are docile and harmless when equipped with blinders, veils, or other means to nullify their gaze—a quirk rarely explored in cross-cultural attempts at domestication.

Surviving on minimal sustenance, veolisks consume a single meal daily, feeding on flesh, fruits, fungus, or any available plant life. The physiological systems of veolisks remain a subject of study among scientists. Theories range from hyperefficient metabolisms to feeding on cosmic radiation, akin to trees photosynthesizing sunlight. A fringe notion suggests veolisks might subsist solely on background arcane energies pervasive throughout the galaxy, challenging the boundaries of scientific understanding.

### VEOLISK CREATURE 6

MEDIUM BEAST

**Perception** +11; darkvision

**Skills** Athletics +11, Intimidation +13, Stealth +15

**Str** +4, **Dex** +2, **Con** +5, **Int** –3, **Wis** +2, **Cha** +0

**AC** 23; **Fort** +16, **Ref** +11, **Will** +13

**HP** 95

**Void Glance** ↻ (emotion, mental, visual) **Trigger** A creature within 30 feet that the veolisk can see starts its turn; **Effect** The target must attempt a DC 24 Will save. If it fails, it's off-guard until the end of the veolisk's next turn from distracting thoughts of the emptiness of space.

**Speed** 20 feet

**Melee** ❖ jaws +17, **Damage** 2d8+6 piercing

**Null Bite** ❖ (misfortune) The veolisk makes a jaws Strike against a confused creature, which gains the deadly d10 trait. If the target attempts the flat check to recover from its confusion when it takes damage from this Strike, it rolls twice and takes the lower result.

**Void Gaze** ❖❖ (concentrate, emotion, mental, visual) The veolisk's eyes exude the dark, claustrophobic aspects of deep space. A creature the veolisk can see within 30 feet must attempt a DC 24 Will save. If it fails, it becomes off-guard until the end of the veolisk's next turn. On a critical failure, or on a failure if the creature was already off-guard from this ability or Void Glance, the creature instead becomes confused until the end of the veolisk's next turn.

# VOID PALM

A void palm poses a danger to sentient creatures and their antigravity technology alike. The plant propagates slowly yet steadily by catapulting an annual yield of brilliant blue seeds spaceward. The imparted momentum provides sufficient velocity for most seeds, aided by their supernatural ability to ignore gravity, to escape into the depths of space. Each seed drifts unremittingly until it encounters an object suitable for sustaining it, whether a wandering asteroid, planetary body, or sizable starship.

Once embedded in a fitting surface, a void palm seed germinates rapidly. Upon sprouting, the plant begins drawing nutrients from its surroundings, which periodically become enriched by the decomposing corpses or the oxidizing scraps of the plant's victims. The plant's fronds routinely sweep its area clear of remains or other debris that could serve as handholds or counterbalance or that could alert potential prey to their peril.

## VOID PALM CREATURE 7

UNCOMMON LARGE COSMIC PLANT

**Perception** +15; darkvision

**Skills** Acrobatics +15, Athletics +17, Stealth +13, Survival +15

**Str** +3, **Dex** +4, **Con** +6, **Int** –2, **Wis** +2, **Cha** +2

**AC** 24; **Fort** +18, **Ref** +15, **Will** +12

**HP** 110; **Resistances** poison 10

**Antigrav Interference** (aura, magical) 120 feet. The void palm causes antigravitational technology to malfunction. Upon entering this aura, any items or objects with the tech trait that employ some form of antigrav tech, including antigrav harnesses as well as most hover vehicles and starships, become glitching 1.

**Disorienting Patterns** ↻ (magical, manipulate, mental, visual) **Trigger** A creature with darkvision within 60 feet of the void palm begins its turn; **Requirements** The void palm is in darkness; **Effect** The patterns on a void palm's mottled red fronds resemble a distant star field when viewed in the darkness. The void palm sways its fronds in a disorienting manner. The triggering creature must attempt a DC 25 Will save.

- **Critical Success** The creature is unaffected and becomes immune to Disorienting Patterns for 24 hours.
- **Success** The creature is dazzled until the end of the void palm's next turn.
- **Failure** As success, and the creature is also off-guard to the void palm's melee Strikes while it's dazzled.
- **Critical Failure** As failure, and the creature is also stupefied 1 for 1 minute.

**Speed** 10 feet

**Melee** ◆ sweeping frond +18 (finesse, reach 10 feet, sweep), **Damage** 2d8+6 slashing

**Double Lash** ◆◆ The void palm makes two sweeping frond Strikes against the same target, each using its current multiple attack penalty. If both attacks hit, combine their damage. This counts as two attacks when calculating the void palm's multiple attack penalty.

**Gravity Void** ◆◆◆ (magical) **Frequency** once per day; **Effect** The void palm creates a zero-gravity area of darkness in a 20-foot emanation, negating the effects of gravity and non-magical light sources in the area. Magical light sources in the area work normally. The void palm is unaffected by this lack of gravity, but other creatures that enter or start their turn in the area become untethered unless they can move normally in zero-gravity environments; they're also clumsy 1 and off-guard while untethered in the area. An untethered creature attempting to Push Off in the area must succeed at a DC 5 flat check or the action is disrupted. The Gravity Void lasts for 10 minutes.

### PRIZED POSSESSIONS

Void palm seeds are highly prized and expensive curios on account of their rarity, antigravitational properties, striking blue coloration, and nigh-indestructible seed coats. Unfortunately, the unanticipated ease of their germination has doomed more than one collector who failed to store such treasures properly.

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### A SINGULARITY MYSTERY

Few are as intimately aware of the immense power of a black hole without having personally crossed an event horizon as solarian scholars. However, even their most learned sages don't know the precise nature of a vorthuul's creation. One leading theory posits that when a hapless creature falls into the reality warping forces of a black hole, its body and spirit are split into parallel quantum states, forever occupying one space but never to be whole again. Another theory suggests vorthuuls are former solarians who abandoned the balance central to their philosophy; such solarians unwittingly sunder their entire beings, doomed forever to be unable to resolve the conflict within themselves.

## VORTHUUL

Vorthuuls are undead beings with two overlapping yet incongruous forms: a distorted spirit shrieking in unending torment and a pitch-black skeleton overflowing with serenity. One form might seem more real than the other, only for the opposite to be true the next moment.

### VORTHUUL — CREATURE 10

MEDIUM | COSMIC | UNDEAD | UNHOLY

**Perception** +19; darkvision

**Languages** Common

**Skills** Acrobatics +21, Athletics +22

**Str** +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +4, **Cha** +2

**AC** 29; **Fort** +19, **Ref** +21, **Will** +17; quantum duality

**HP** 200, void healing (page 210); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** event horizon; **Resistances** bludgeoning 10, quantum duality

**Crushing Gravity** (aura) 5 feet. A vorthuul is surrounded by the crushing gravitational forces of a black hole. A creature that enters or begins its turn in the aura takes 3d6 bludgeoning damage (DC 26 basic Fortitude save).

**Event Horizon** A vorthuul naturally draws in light. The DC of the flat check to target a vorthuul concealed or hidden due to dim light or darkness is reduced by 2. A vorthuul takes a –2 circumstance penalty to AC and saving throws against light effects and to AC against attacks from weapons in the laser group.

**Quantum Duality** Vorthuuls exist in two states: one in perfect tranquility, the other in perpetual agony. The vorthuul gains bonuses depending on the dominant state. They decide which is dominant as a free action when they roll initiative.

- **Absolute Tranquility** The vorthuul gains a +1 status bonus to saves against emotion effects and resistance 10 to mental damage.
- **Everburning Agony** The vorthuul gains a +1 status bonus to saves against vitality effects and resistance 10 to fire damage.

**Reactive Strike** ↻ (page 209)

**Speed** fly 50 feet

**Melee** ❖ claw +22 (agile), **Damage** 2d8+12 slashing plus Grab (page 209)

**Ranged** ❖ gravity blast +21 (range increment 60 feet), **Damage** 2d12+6 bludgeoning

**Gravity Maelstrom** ❖❖❖ **Frequency** once per hour; **Effect** The vorthuul intensifies their gravitational pull for 1 minute, increasing the radius of their crushing gravity aura to 20 feet. Additionally, while this aura is expanded, creatures moving in any direction other than directly toward the vorthuul treat squares in the aura as difficult terrain.

**Quantum Agony** ❖ **Frequency** once per round; **Requirements** The vorthuul is in absolute tranquility state; **Effect** The vorthuul enters everburning agony in torrents of anguish. Each creature in the vorthuul's crushing gravity aura must succeed at a DC 28 Will save or be sickened 1 (or sickened 2 on a critical failure).

**Quantum Tranquility** ❖ **Frequency** once per round; **Requirements** The vorthuul is in everburning agony state; **Effect** The vorthuul enters absolute tranquility in a wave of oppressive stillness. Each creature in the vorthuul's crushing gravity aura must succeed at a DC 28 Fortitude save or be slowed 1 for 1 round (or slowed 1 for 3 rounds on a critical failure).

**Singularity Pocket** ❖❖ The vorthuul forces their physical and psychological torment upon a creature they touch. The target must succeed at a DC 28 Will save or become immobilized for 1 minute (Escape DC 28). As long as it's immobilized in this way, it takes 1d6 bludgeoning damage and 1d6 mental damage at the end of each of its turns. Creatures that Escape become temporarily immune to this vorthuul's Singularity Pocket for 24 hours.

# VRACINEA

The vracinea is a large, shambling, multi-mawed plant, originally native to Castrovel but now found on many more planets. Slow and clumsy, it prefers to lure animals and other protein-rich prey with its blossoms. It then seeks to make a quick kill while the prey is befuddled by its spores. Though the paralytic effect of a vracinea's spores isn't potent at great distances, when these spores catch the wind, they help the plant spread to new habitats. A vracinea is a particularly cunning and territorial hunter that knows how to use local hazards. It's skilled at hiding its body in the underbrush, extending just its blossoms to lure in prey.

## VRACINEA CREATURE 4

LARGE PLANT

**Perception** +11; low-light vision
**Skills** Athletics +12, Stealth +12, Survival +12
**Str** +5, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** +2

**AC** 20; **Fort** +12, **Ref** +10, **Will** +9
**HP** 65

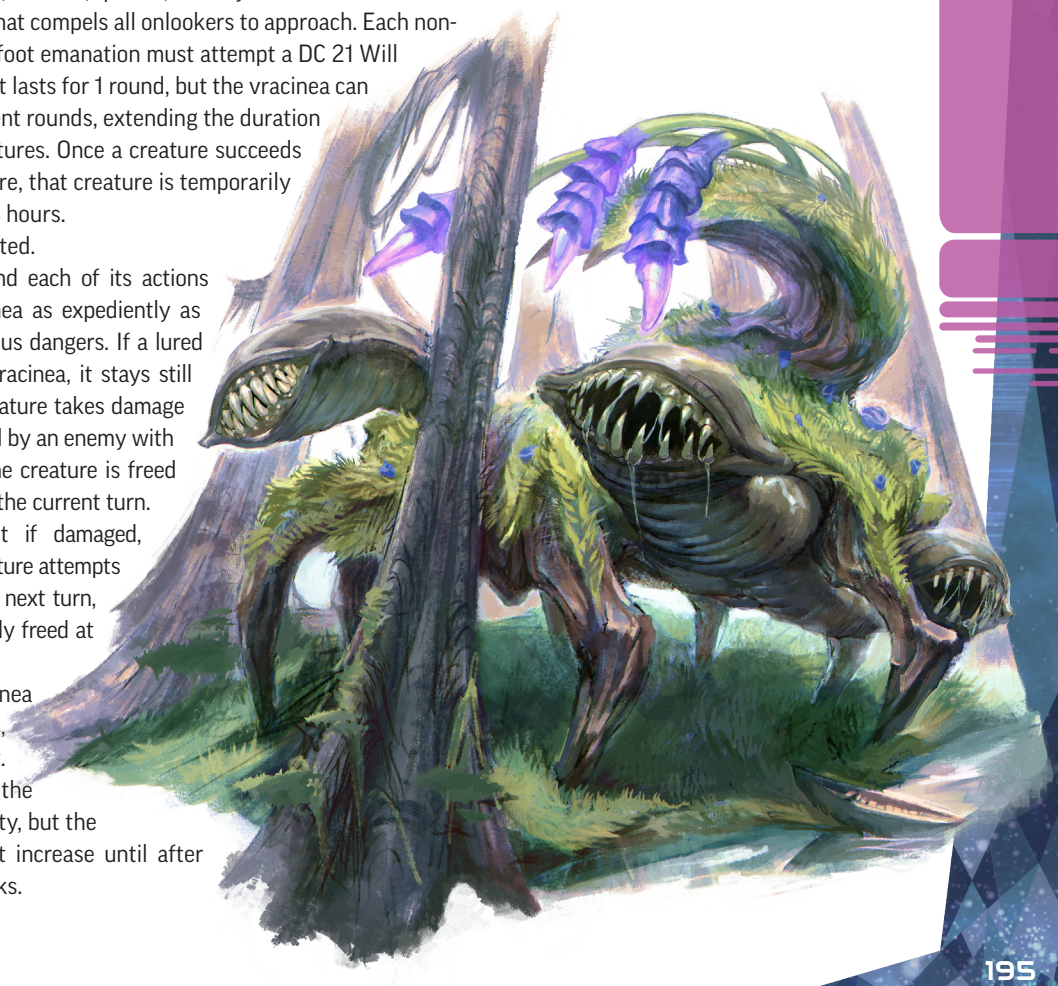
**Invasive Spores** (aura, disease, inhaled) 10 feet. A vracinea constantly exudes sweet-smelling spores. Any creature that enters or starts its turn in the area must attempt a DC 18 Fortitude save.
- **Critical Success** The creature is unaffected and immune to the vracinea's aura for 24 hours.
- **Success** The creature is unaffected.
- **Failure** The creature is clumsy 1 and enfeebled 1 for 1 round.
- **Critical Failure** As success, plus the creature is paralyzed for 1 round.

**Speed** 20 feet
**Melee** ❖ jaws +12 (reach 10 feet), **Damage** 2d8+5 piercing
**Blossom Lure** ❖ (incapacitation, mental, primal, visual) The vracinea's violet blossoms emit a magical glow that compels all onlookers to approach. Each non-vracinea creature within a 120-foot emanation must attempt a DC 21 Will save to avoid the lure. The effect lasts for 1 round, but the vracinea can Sustain this ability on subsequent rounds, extending the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Blossom Lure, that creature is temporarily immune to Blossom Lure for 24 hours.
- **Success** The creature is unaffected.
- **Failure** The creature must spend each of its actions to move closer to the vracinea as expediently as possible while avoiding obvious dangers. If a lured creature is adjacent to the vracinea, it stays still and doesn't act. If a lured creature takes damage from any source or is targeted by an enemy with an attack or hostile effect, the creature is freed from this effect at the end of the current turn.
- **Critical Failure** As failure, but if damaged, attacked, or targeted, the creature attempts a new save at the start of its next turn, rather than being automatically freed at the end of the current turn.

**Feeding Frenzy** ❖❖ The vracinea makes up to three jaws Strikes, each against a different target. These attacks count against the vracinea's multiple attack penalty, but the multiple attack penalty doesn't increase until after the vracinea makes all its attacks.

## INVASIVE SPECIES

Until recently, xenobotanists thought the vracinea's spores evolved purely for combat to paralyze prey. Sightings of vracineas on distant planets prompted a review and have been linked to the arrival of explorers and scientists who had previous encounters with vracineas on Castrovel. Studies are still being performed on the spores' abilities to survive the long journeys after attaching to a victim's clothes.



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### OUT OF BOUNDS

Warpstitchers hold taboo anything they fear can create paradoxes, but two things particularly draw their ire. They blame witchwarpers and their strange reality-altering magic for the Gap and for being ripped from the interdimensional spaces they called home, stranding them in the mortal Universe. Close behind are Drift engines and their ability to tear holes between the planes.

## WARPSTITCHER

Warpstitchers are self-proclaimed guardians of existence, holding the belief that they were created by the gods to sew together the space between alternate realities. These horrifying aberrations relentlessly hunt anything they suspect abuses magic or technology to change the fabric of the multiverse. Once they find their quarry, they wait only long enough to confirm their suspicions before attacking. Potential threats—a neophyte spellcaster trying their first cantrips, an academic theorist exploring interstellar travel—instead earn a telepathic warning of what awaits should they pursue their efforts too far. Everything other than threats (potential or otherwise) is a possible tool, a target for warpstitcher lies and coercion.

Their mere appearance is fuel for nightmares, with insectile limbs supporting a massive, bulbous torso. From their back spring five multi-segmented limbs ending in wicked claws threaded with the very stuff of reality that they use to skewer their prey, who they then sew into their bodies. Such unfortunate creatures quickly dissolve, possibly sustaining the warpstitchers, though whether that's through their flesh, thoughts, or alternate reality potential is unknown. Those few who survive are plagued by disturbing, haunting visions; a smaller percentage instead see visions of happier possible lives, gaining peace and sometimes unprecedented witchwarper powers.

### WARPSTITCHER — CREATURE 14

LARGE ABERRATION

**Perception** +26; darkvision

**Languages** Common; telepathy 100 feet (page 210), *truespeech*

**Skills** Athletics +28, Deception +25, Occultism +25, Stealth +28

**Str** +8, **Dex** +5, **Con** +5, **Int** +3, **Wis** +3, **Cha** +4

**AC** 35; **Fort** +25, **Ref** +25, **Will** +27

**HP** 280

**Resist Reality** ↻ (occult) **Trigger** The warpstitcher would take damage; **Effect** The warpstitcher gains resistance 12 to the triggering damage type until the start of their next turn. The resistance applies to the triggering damage.

**Speed** 40 feet, climb 40 feet

**Melee** ❖ claw +29 (agile, deadly d12, reach 10 feet), **Damage** 3d10+14 piercing plus threads of quintessence

**Occult Innate Spells** DC 34; **Constant (5th)** *truespeech*

**Fold Reality** ❖❖ (concentrate, occult) The warpstitcher collapses the space between themself and another location. They choose a 10-foot square within 120 feet. The warpstitcher then Strides, treating the chosen area as adjacent to them.

**Threads of Quintessence** The warpstitcher's claws are laced with strands of quintessence they force into victims' wounds. This functions as Grab (page 209), or Improved Grab (page 209) on a critical hit.

**Warp Suture** ❖ (manipulate) **Requirements** The warpstitcher has a creature grabbed or restrained; **Effect** The warpstitcher sews the creature into themself. The creature is pulled into the warpstitcher's space and moves with the warpstitcher. It becomes restrained and takes 3d12 force damage at the end of each of its turns until freed. Additionally, it takes 1d12 force damage whenever the warpstitcher uses Resist Reality (DC 34 basic Will save). The Escape DC is 34, or the sutures can be severed (AC 25, Hardness 8, HP 30, weakness to slashing 5), freeing the creature. The warpstitcher can have up to 12 Bulk of creatures sewn into their body. The body of a creature that dies while sutured is absorbed into the warpstitcher's body and destroyed 1d4 rounds later.

# WAYWARD WARP

A wayward warp is a living dimensional rift that causes unexpected havoc as they twist the world around them. No two wayward warps look the same, and no wayward warp keeps the same appearance for very long; every time a wayward warp moves, a different potential reality reveals itself. The warp themself is a rift at the center of the aura that appears like a tear in reality, often taking a shape vaguely resembling a feather star whose tentacles are lined with shard-like cracks in space itself.

## WAYWARD WARP — CREATURE 5

LARGE ABERRATION COSMIC INCORPOREAL

**Perception** +12; darkvision, warp sense 15 feet
**Languages** Aklo; telepathy 15 feet (page 210)
**Skills** Occultism +14
**Str** –5, **Dex** +3, **Con** +4, **Int** +3, **Wis** +2, **Cha** +5
**Warp Sense** A wayward warp can sense creatures within their warp field as a precise sense at the listed range.

**AC** 18; **Fort** +11, **Ref** +10, **Will** +13
**HP** 72; **Immunities** disease, emotion, paralyzed, poison, precision; **Resistances** all damage 5 (except force, *ghost killer*, and the opposing damage of their warp field)
**Warp Field** (aura) 15 feet. Reality within the area becomes a different type of terrain. Structures and creatures in the area aren't transformed, and the change immediately ends when the aura moves or the wayward warp dies. The nature of the aura is chosen randomly using the table below each time the wayward warp moves. A wayward warp is immune to their own warp field's effects and to the aligned damage type, but they gain weakness 5 to the opposing damage type.

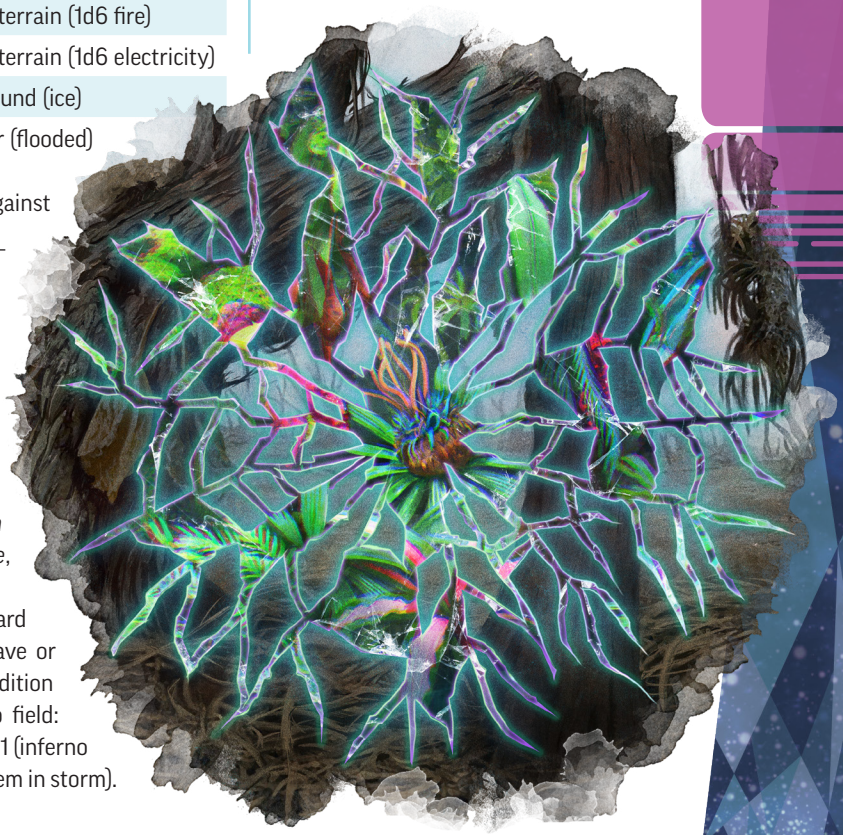
| D6 | FIELD | ALIGNED DAMAGE | OPPOSING DAMAGE | FIELD EFFECT |
|---|---|---|---|---|
| 1 | **Cosmic** | Void | Vitality | Zero gravity |
| 2 | **Earth** | Piercing | Acid | Difficult terrain (sand) |
| 3 | **Inferno** | Fire | Cold | Hazardous terrain (1d6 fire) |
| 4 | **Storm** | Electricity | Bludgeoning | Hazardous terrain (1d6 electricity) |
| 5 | **Frozen** | Cold | Fire | Uneven ground (ice) |
| 6 | **Water** | Bludgeoning | Electricity | Underwater (flooded) |

**Reality Shimmer** The wayward warp has concealment against attacks originating outside of their warp field.

**Speed** fly 30 feet
**Melee** ❖ spatial tendril +12 (finesse, reach 15 feet), **Damage** 2d4+5 aligned damage (see warp field) plus spatial rending
**Ranged** ❖ warp blast +14 (range increment 30 feet), **Damage** 2d6+5 aligned damage (see warp field)
**Occult Spontaneous Spells** DC 26, attack +14; **3rd** (3 slots) *illusory creature*, *void whispers*; **2nd** (4 slots) *illusory creature*, *stupefy*; **1st** (5 slots) *dizzying colors*, *dream of home*, *illusory object*; **Cantrips (3rd)** *eldritch lance*, *figment*, *seek the stars*, *telekinetic hand*, *void warp*
**Spatial Rending** (curse, occult) A creature hit by a wayward warp's spatial tendril must succeed at a DC 26 Will save or become misaligned to reality for 1 minute, gaining a condition based on the field effect while it remains in the warp field: untethered (cosmic), suppressed (earth or water), clumsy 1 (inferno or frozen), or glitching 1 (any tech creature or held tech item in storm).

## WARPED ORIGINS

Occult researchers suggest that wayward warps are created when a witchwarper dies within their own quantum field, and their trapped soul merges with the invasive bubble of reality, causing them to lose their sense of self in the face of their new paradoxical existence. While wayward warps have been encountered on barren worlds with no signs of life, their ability to travel the cosmos means the theory isn't fully refuted.



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### WHERE IS THE LINE?

Xenowardens care passionately about the environment, but where does a Xenowarden draw the line between the good of a planet and the good of its people? To what lengths will a Xenowarden go to see their aims achieved? In short: it varies dramatically, with Xenowardens running the gamut from mild-mannered gardeners beautifying a cityscape to fanatical ecoterrorists willing to purge entire civilizations to restore a natural ecosystem. The line is wherever a Xenowarden chooses to draw it.

XENOWARDEN GREENHORN

## XENOWARDENS

The Xenowardens are a powerful and well-respected organization who aim to safeguard and study the natural world and ensure that technological advances are ecologically responsible. With an incredibly diverse membership, their ranks include, among others, hermits who practice nature magic and eschew technology and scientists who create renewable energy from algae. On the other end of the spectrum are elite combat units like the Wildknights and the Greenguards and feared ecoterrorists like the enigmatic Oleander. The Xenowardens are led by a Greenspeaker, who's elected by acclaim and advised by their peers.

### XENOWARDEN GREENHORN

The Greenguards are an elite combat unit of Xenowardens known for their nature magic, often dispatched to sites of extreme ecological upheaval. New recruits to the Greenguards are given the rank of "root" but are colloquially called "greenhorns." Xenowarden greenhorns train extensively in tight-knit units.

**XENOWARDEN GREENHORN** **CREATURE 1**

MEDIUM HUMAN HUMANOID

**Perception** +4

**Languages** Castrovelian, Common

**Skills** Acrobatics +5, Athletics +6, Nature +4, Xenowarden Lore +3

**Str** +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

**Items** commercial arc pistol (2 commercial batteries), commercial knife, commercial nano-edge rapier, commercial tempweave armor

**AC** 15; **Fort** +7, **Ref** +7, **Will** +4

**HP** 20

**Grown Together** A Xenowarden greenhorn's AC increases by +1 when they're within reach of at least one other Xenowarden greenhorn.

**Speed** 25 feet

**Melee** ❖ nano-edge rapier +7 (analog, deadly d8, disarm, finesse), **Damage** 1d6+3 piercing

**Melee** ❖ knife +7 (agile, analog, finesse, versatile S), **Damage** 1d4+3 piercing

**Ranged** ❖ arc pistol +7 (arc, expend 2, mag 10, range increment 30 feet, reload 1, tech), **Damage** 1d4 electricity

**Ranged** ❖ knife +7 (agile, analog, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

**Primal Spontaneous Spells** DC 14, attack +6; **Cantrips (1st)** *gouging claw*, *scan environment*, *tangle vine*

### XENOWARDEN ROOTSWORN

Xenowarden rootsworn are mentors and teachers, tasked with overseeing the training and command of a platoon of roots. Most rootsworn are talented spellcasters who can manipulate plants, using them to shield the Xenowarden from harm and to deploy allies across the battlefield.

**XENOWARDEN ROOTSWORN** **CREATURE 3**

MEDIUM HUMANOID LASHUNTA

**Perception** +11

**Languages** Castrovelian, Common, Lashunta; telepathy 30 feet (page 210)

**Skills** Acrobatics +7, Diplomacy +7, Intimidation +7, Life Science Lore +7, Medicine +9, Nature +9, Survival +9, Xenowarden Lore +9

**Str** +0, **Dex** +2, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

**Items** commercial baton, commercial carbon skin, commercial laser pistol (2 commercial batteries)

**AC** 16; **Fort** +5, **Ref** +9, **Will** +11

**HP** 35

**Root Deflection** ↻ (primal) **Trigger** The rootsworn is standing on a solid surface and would be hit by a ranged Strike; **Effect** A mass of magical roots rapidly sprout from the ground and shield the Xenowarden rootsworn from harm. The Xenowarden rootsworn gains a +2 status bonus to their AC against the triggering Strike.

**Speed** 25 feet

**Melee** ❖ baton +9 (analog, finesse, nonlethal, parry), **Damage** 1d4 bludgeoning

**Ranged** ❖ laser pistol +9 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6 fire

**Primal Spontaneous Spells** DC 20, attack +12; **2nd** (3 slots) *entangling flora*, *summon plant or fungus*, *verdant code*; **1st** (4 slots) *heal*, *hydraulic push*, *sonic scream*, *thunderstrike*; **Cantrips (2nd)** *detect magic*, *electric arc*, *gouging claw*, *scan environment*, *tangle vine*

**Root Network** ❖ to ❖❖ (primal) The Xenowarden rootsworn conjures magical roots to move their allies around the battlefield. They select one willing ally within 100 feet who's standing on a solid surface, or three willing allies if they spend 2 actions to perform Root Network. The roots move each target up to their Speed in a direction of their choice, then deposit them safely on a solid surface.

## XENOWARDEN BIOHULK

Biohulks are devoted Xenowardens who purposefully fused their body with plants and other flora to gain formidable strength. This transformation is usually accomplished using biotech, magic, or genetic experimentation, and can't be reversed. Regardless of their method, biohulks are incredibly strong and capable of battering down most artificial barriers with ease. Xenowarden biohulks are usually extremists, entirely and passionately devoted to the Xenowardens' cause.

### XENOWARDEN BIOHULK — CREATURE 8

LARGE HUMANOID PLANT

**Perception** +13

**Languages** Common

**Skills** Acrobatics +12, Athletics +18, Intimidation +12 (+16 to Demoralize), Nature +14, Survival +14, Xenowarden Lore +12

**Str** +6, **Dex** +1, **Con** +6, **Int** +0, **Wis** +1, **Cha** +0

**Items** advanced artillery laser (2 advanced batteries), advanced hammer, tactical grenade launcher (6 advanced frag grenades), commercial lattice armor

**AC** 24; **Fort** +19, **Ref** +13, **Will** +13

**HP** 175; **Resistances** poison 10

**Speed** 25 feet

**Melee** ❖ hammer +22 (analog, razing, shove, tracking +1), **Damage** 2d8+12 bludgeoning

**Melee** ❖ fist +22 (agile, razing), **Damage** 2d6+12 bludgeoning plus 1d6 acid

**Ranged** ❖ artillery laser +17 (forceful, razing, tech, tracking +1), **Damage** 2d10+6 fire

**Area Fire** ❖❖ grenade launcher (frag grenade) (10-foot burst, range 280 feet, tracking +1), **Damage** 2d8 piercing (DC 26 basic Reflex save)

**Battering Charge** ❖❖ The Xenowarden biohulk Strides three times, then makes a melee Strike, dealing an additional 4d6 bludgeoning damage on a hit. If the target of this Strike is an object or construct, this Strike ignores 5 Hardness.

**Destructive Power** Whenever a Xenowarden biohulk makes a melee Strike that would deal bludgeoning damage, that Strike gains the razing trait.

**Nature's Fury** ❖❖ (plant, primal) The Xenowarden biohulk bellows with rage, causing plants to sprout from the ground and hinder the biohulk's enemies. Creatures within 30 feet of the biohulk take 6d8 slashing damage from the thrashing plants (DC 26 basic Reflex save), and the area becomes difficult terrain for 10 minutes. The Xenowarden biohulk ignores difficult terrain created by Nature's Fury. Then, the Xenowarden biohulk can attempt an Intimidation check to Demoralize each creature in the area.

## BIOSHIPS

Xenowardens travel the galaxy in biomechanical starships that are grown in orbital nurseries and run off solar power. A cross between starship and plant, and entirely eco-friendly, Xenowarden vessels are living beings that possess rudimentary consciousness and are capable of self-healing. Xenowardens regularly perform deep bonding rituals with their starships. Unified Conservatory (UC for short) grow most Xenowarden starships.

XENOWARDEN ROOTSWORN

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### FAMILIAR FLORA

Getting an augmentation installed on the cheap? Ship's doctor skimped on the medical budget? Or maybe you're just a volunteer test subject in a lab with bigger dreams than funding sources. If so, you've likely been given Balyoon while strapped down to an examination table. Balyoon is a mild anesthetic distilled from the gaseous emanations of zalyops. Side effects include nausea, headaches, euphoria, memory loss, and the propensity to lash out at nearby creatures, but it still works in a pinch.

## ZALYOP

The jet streams of the gas giant Bretheda are filled with large, bulbous silhouettes called zalyops, sometimes referred to as balloon plants. Gas-filled and hardy, they're buffeted around by the planet's eternal storms. It's common for a cascade of these plants to be found trailing in the wake of an oma or plastered against one of the many spacecrafts and aircrafts frequenting the gas giant.

The sound of zalyops bouncing against a metal hull at high velocity can be a humorous one, but travelers should be careful not to assume these plants are harmless. Zalyops are known to expel high-speed organic shrapnel by reflex. Additionally, their confusion-inducing gaseous waste easily spreads across the atmosphere and can be caught in a ship's air-intake valve.

Zalyops can also cause chaos at ground level. When they float into small settlements, flocks of them will descend on small creatures, which they engulf for nutrients. The widespread befuddling clouds caused by such incursions are a dangerous nuisance. Pedestrians and pets alike must take care during such events to stay inside and simply wait the invasive balloons out.

Pact Worlds chemists have developed (and patented) Balyoon, an anesthetic drug from zalyop gases. In addition to being difficult to obtain in the first place, the drug is highly unstable until refined in the laboratory, and more than one starship has been lost when its crew failed to properly store the gases they just harvested from a zalyop.

Balyoon also plays a role in Eoxian soap operas and other dramatic vidshows across the Pact Worlds. It's used as a plot device in a myriad of ways, such as a villain contriving to discredit a hero or for a family member to suddenly lose their mind or memory in a soap opera. How these characters obtained the processed gas of a predatory Brethedan plant is rarely as important as the exciting drama, however.

### ZALYOP CREATURE 3

LARGE AIR MINDLESS PLANT

**Perception** +9; lifesense 60 feet (page 209)

**Skills** Acrobatics +10, Athletics +11

**Str** +4, **Dex** +3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –3

**AC** 17; **Fort** +12, **Ref** +9, **Will** +4

**HP** 54; **Immunities** bleed, mental, visual; **Weaknesses** fire 3, piercing 6

**Explosive Burst** ↻ **Trigger** The zalyop is reduced to 0 Hit Points by physical or fire damage; **Effect** The zalyop explodes, dealing 4d6 sonic damage to all creatures in a 20-foot burst centered on itself (DC 18 basic Fortitude save). This also triggers a Befuddling Cloud, even if it's been used in the last hour.

**Speed** fly 25 feet

**Melee** ❖ buffet +11, **Damage** 1d10+4 bludgeoning

**Ranged** ❖ organic shrapnel +10 (range increment 60 feet), **Damage** 1d8+4 piercing

**Befuddling Cloud** ❖ **Frequency** once per hour; **Effect** The zalyop expels a gaseous cloud in a 30-foot emanation. Creatures within the cloud must succeed at a DC 18 Will save or become confused for 1 round (or 1 minute on a critical failure). Confused creatures that are also engulfed by the zalyop don't receive flat checks to end the confused condition.

**Engulf** ❖❖ DC 18, 2d6 acid, Escape DC 18, Rupture 7 (page 208)

# ZITTEROC

Zitterocs are vicious reptilians native to the Kazmurg's Absurdity world of Azhan Prime. Due to the native Azhans' propensity for trading, these creatures have made their way across the cosmos and found new homes in the galaxy's various wetlands. Zitterocs are renowned across the galaxy for their ability to innately detect and somehow ignore even the most virulent poisons. They can siphon such poisons from targets and convert them into a fuel source for their digestive acids. Even after this siphoning process, trace amounts of poison can be found within a zitteroc, and the fresh bodies of zitterocs are often a cornucopia of medicinal substances for biotechnicians and pharmaceutical experts.

At maturity, a zitteroc stands only 2 to 3 feet tall, with a length roughly double that size. They possess a sickly blue hide that shimmers like an oil slick and can take on the rough properties of its surroundings with concentration. Additionally, they can feign a sickening death when threatened by hunters or more dangerous predators. These typically docile carnivores can become vicious when they run out of abundant food from less threatening animals, at which point they make their way into the fringes of civilization.

## ZITTEROC CREATURE 2

MEDIUM ANIMAL

**Perception** +7; darkvision, poison sense (imprecise) 60 feet
**Skills** Acrobatics +8, Athletics +7, Stealth +8, Survival +4
**Str** +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2
**Poison Sense** A zitteroc can detect poison as an imprecise sense at the listed range, including poisonous substances, poisoned creatures, and creatures with attacks that inflict poison.

**AC** 17; **Fort** +9, **Ref** +8, **Will** +6
**HP** 32; **Immunities** poison
**Sickening Death** ↻ **Frequency** once per day; **Trigger** The zitteroc takes damage; **Effect** The zitteroc releases a spray of acid in a 15-foot emanation, dealing 4d4 acid damage to each creature in the area (DC 18 basic Reflex save), then uses Still as a Corpse.

**Speed** 25 feet, climb 25 feet, swim 40 feet
**Melee** ❖ mandibles +9, **Damage** 1d6+3 piercing plus 1d4 acid
**Ranged** ❖ acid spit +8 (acid, range increment 30 feet), **Damage** 2d4+2 acid
**Shimmer Hide** ❖ (concentrate) **Frequency** once per round; **Effect** The zitteroc focuses on shifting its hide pattern to match its surroundings. The zitteroc becomes concealed to creatures more than 15 feet away from it until the start of its next turn.
**Siphon Poison** ❖ **Requirements** The zitteroc's last action was a successful mandibles Strike; **Effect** The zitteroc siphons poison from the struck target's bloodstream. If the target is afflicted by a poison or possesses a natural poison, the zitteroc consumes that poison to empower its own abilities. The poison effect is suppressed on the target for 1 round, or the target can't use its natural poison until the end of its next turn. Until the end of the zitteroc's next turn, the zitteroc increases its acid damage die size for its mandibles and acid spit Strikes, and Sickening Death, by one step (typically to d6s).
**Still as a Corpse** ❖ (concentrate) Until the next time it acts, the zitteroc appears to be dead. It has an automatic result of 21 on Deception checks and DCs to pass as a dead zitteroc.

## AZHAN PRIME

The boggy world of Azhan Prime is the original home of the zitteroc, though the creatures have now spread across the galaxy, with large concentrations on Castrovel and Pulonis in the Pact Worlds, Vesk-2 in the Veskarium, and Rodnarth in Szandite Collective space. On Azhan Prime, the creatures were a mid-tier predator that kept the smaller wildlife in the boglands of that world contained. In new climates, the zitteroc often finds itself an apex predator, with little choice but to attack settlements for sustenance.

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### SO MANY ZOMBIES

Each of the detailed tech zombies are a different category of technological zombie, not a monolith. Within each category are countless more undead, possessing different augmentations and abilities, and created from different base creatures. Tech zombies can encompass anything from a cybernetic nyssholora with eight laser eyes and chainsaw limbs to a ysoki with retractable bone blades who vomits their own rotting internal organs on their foes. Big or small, zombies can do it all!

## ZOMBIE, TECH

Technological zombies are created when a dead creature is reanimated (or otherwise kept moving) by an internal or integrated technological item—usually an augmentation. Despite the vast differences in form and hardware between different tech zombies, they do have similarities—they're mindless undead driven to harm the living, with technological components and weaknesses that can be leveraged.

### CYBERNETIC ZOMBIE

The most common form of tech zombie is the cybernetic zombie, but tech zombies can also arise through other types of technologies, including nanites.

#### CYBERNETIC ZOMBIE — CREATURE -1

MEDIUM | MINDLESS | TECH | UNDEAD | ZOMBIE

**Perception** +3; darkvision

**Skills** Athletics +5

**Str** +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

**Items** integrated commercial laser pistol (commercial battery)

**AC** 15; **Fort** +5, **Ref** +6, **Will** +2

**HP** 40, void healing (page 210); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

**Cybernetics** A cybernetic zombie's cybernetics can be disabled for 1 hour by a creature that succeeds at a DC 15 check to Disable Device or Disable a System. Attempting to do so can typically be done only while within reach of the zombie and is a 2-action activity that has the manipulate trait. The cybernetics are also disabled for 1 hour if the zombie takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use any reactions.

**Self-Destruct** ↻ A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 1d8 electricity damage in a 10-foot emanation (DC 15 basic Reflex save). This ability destroys the zombie's integrated items and any tech items on the zombie of 1st level or lower.

**Speed** 20 feet

**Melee** ❖ fist +4, **Damage** 1d6+2 bludgeoning

**Ranged** ❖ laser pistol +6 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6 fire

### BIOTECH ZOMBIE

Biotech zombies are animated by their biotech augmentations, which can be disabled by those with medical knowledge. Many were once test subjects for dangerous and illicit experiments performed by unscrupulous corporations and callous scientists.

#### SQUOX BIOTECH ZOMBIE — CREATURE 3

TINY | MINDLESS | TECH | UNDEAD | ZOMBIE

**Perception** +6; darkvision, scent (imprecise) 30 feet

**Skills** Acrobatics +11, Athletics +8

**Str** +1, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –1

**AC** 18; **Fort** +8, **Ref** +11, **Will** +5

**HP** 80, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** acid 10, slashing 10

**Biotech** The biotech of a biotech zombie can be disabled for 1 hour by a creature that succeeds at a DC 18 Medicine of Life Science Lore check. Attempting to do so can typically be done only while within reach of the zombie and is a 2-action activity that has the manipulate trait. A biotech zombie with disabled biotech is slowed 1 and can't use any reactions.

**Genetic Instability** ↻ A biotech zombie must use this reaction unless its biotech is disabled; **Trigger** The zombie is reduced to 0 Hit Points; **Effect** The zombie melts

into a caustic pool of biological goo, dealing 2d8 acid damage in a 10-foot emanation (DC 18 basic Reflex save) and making that area hazardous terrain for 1 minute (1 acid damage). This ability destroys any organic items on the zombie (including biotech).

**Speed** 25 feet, climb 20 feet

**Melee** ❖ spiny tail +12 (finesse), **Damage** 2d8+3 piercing

**Melee** ❖ jaws +12 (agile, finesse), **Damage** 1d4+3 piercing plus 2d4 poison

**Dragon Gland** ❖❖ (fire) The biotech zombie breathes a blast of flame that deals 4d6 fire damage in a 15-foot cone (DC 18 basic Reflex save). The zombie can't use Dragon Gland again for 1d4 rounds.

## NECROGRAFT ZOMBIE

Necrograft zombies are animated by necrografts created from the body parts and internal organs of undead creatures. On Eox, it's common to augment animals and beasts with necrografts to ensure their survival on the dead planet. After death, many of these creatures return as true undead to continue serving their creators.

### CREST-EATER NECROGRAFT ZOMBIE CREATURE 7

LARGE MINDLESS TECH UNDEAD ZOMBIE

**Perception** +12; darkvision, lifesense (imprecise) 60 feet (page 210)

**Skills** Athletics +17

**Str** +6, **Dex** +4, **Con** +6, **Int** –5, **Wis** +1, **Cha** –1

**AC** 24; **Fort** +19, **Ref** +15, **Will** +10

**HP** 170, void healing (page 210); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** holy 15, slashing 15, vitality 15

**Necrograft** A necrograft zombie's necrografts can be disabled for 1 hour by a creature that succeeds at a DC 22 Religion check. Attempting to do so can typically be done only while within reach of the zombie, and is a 2-action activity that has the manipulate trait. A necrograft zombie with disabled necrografts is slowed 1 and can't use any reactions.

**Stench** (aura, olfactory) 10 feet, DC 22 (page 210)

**Rapid Decomposition** ↻ A necrograft zombie must use this reaction unless its necrograft is disabled; **Trigger** The zombie is reduced to 0 Hit Points; **Effect** The zombie rapidly decomposes into a heap of rotting biomass, dealing 2d8 poison and 2d8 void damage in a 15-foot emanation (DC 22 basic Reflex save) and making that area hazardous terrain for 1 minute (1d4 void damage). This ability destroys any organic items on the zombie (including necrografts).

**Speed** 45 feet; scree strider

**Melee** ❖ necrotic bite +18 (reach 10 feet), **Damage** 2d8+9 piercing plus 1d8 void

**Ranged** ❖ squirming entrails +16 (range increment 30 feet), **Damage** 1d8+9 bludgeoning plus Grab (page 209)

**Ranged** ❖ corrupted spit +16 (range increment 40 feet), **Damage** 2d4+3 acid plus 1d6 persistent acid and 1d6 persistent void

**Constrict** ❖ 1d8+9 bludgeoning, DC 22 (page 208)

**Scree Strider** The crest-eater necrograft zombie ignores difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.

CREST-EATER NECROGRAFT ZOMBIE

### NOT UNDEAD?!

Sometimes a tech zombie makes more sense without the undead trait. This applies to situations where technology or even magitech has run rampant, and the body isn't animated by any unholy magic. In these instances, simply remove the undead trait and void healing ability.

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APPENDIX

# APPENDIX

## CREATURE ADJUSTMENTS

The Starfinder galaxy contains innumerable creatures beyond those presented in this book, and you'll likely want to create custom creatures to fit the needs of your campaign. While you can build brand-new creatures using the guidelines in *GM Core*, sometimes you'll want to make small adjustments to an existing creature. Consider using the following adjustments to add thematic abilities or tweak a creature's combat power to better suit your campaign.

These changes are designed so you can apply them quickly, but they aren't comprehensive. You should review the adjustments and consider the specific application to determine if you're introducing unintended consequences, especially in terms of a creature's threat level in combat. For example, applying hardlight adjustments to a creature that already has several immunities or resistances to specific types of energy damage might result in a creature that the PCs have a difficult time hurting due to its many defenses—this could be exactly what your story needs, or it could lead to an encounter that's not enjoyable.

HARDLIGHT GLASS SERPENT

Elite and weak adjustments are the most basic ways to adjust a creature's combat power, and they work best with creatures that focus on physical combat. These adjustments overstate the normal numerical gains the creature would receive from increasing its level to make up for the lack of new special abilities. Creatures that cast spells or rely on noncombat abilities typically need specific adjustments to those spells or abilities. These adjustments have a greater effect on the power level of low-level creatures, as noted. Applying the adjustments more than once to a creature should be avoided. If you need to alter a creature's level more drastically, use the *GM Core* guidance on building creatures.

Be mindful that you don't overdo it with creature adjustments—players often enjoy recognizing and learning about creatures. If none of your creatures are recognizable, or all of them break the rules in some way, your players might begin to lose their sense of immersion because all the creatures they're encountering are strange or different than what they expect. On the other hand, if you're running an adventure on a strange planet or in a remote region of the Vast, it might be best if every creature has unexpected adjustments!

### AERIAL ADJUSTMENTS

There are many ways for creatures to gain the ability to fly in the Starfinder galaxy, from growing wings to installing augmentations to using magic. Use these adjustments to grant flight to a creature if you'd rather not get into the details of a specific spell or item. Usually, Starfinder PCs have ways of dealing with flying creatures—such as by flying themselves—but as with other adjustments, make sure you consider the overall impact on the creature's combat power.

- Add Acrobatics with a modifier equal to its highest skill modifier.
- Add a fly Speed equal to its highest Speed.
- Optionally, add hover to the creature's land Speed, and/or remove its non-flying Speeds entirely.

### ELITE ADJUSTMENTS

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows.

- Increase the creature's level by 1; if the creature is level –1 or 0, instead increase its level by 2.
- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many

times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

| STARTING LEVEL | HP INCREASE |
|---|---|
| 1 or lower | 10 |
| 2–4 | 15 |
| 5–19 | 20 |
| 20+ | 30 |

## ENVIRONMENTAL ADAPTATION ADJUSTMENTS

Sometimes you want to use a creature in an environment that it normally wouldn't appear in or an environment that would be hazardous to it. More specific and thorough adjustments might be appropriate in some cases, but you can make some small adjustments to a creature to represent that it has evolved or otherwise adapted to survive in another environment.

- Add basic environmental protections (*Player Core* 268) with no limit on use or duration.
- Optionally add a burrow or climb Speed equal to half the creature's highest Speed if it suits the specific environment. (Instead of adding fly or swim Speeds, consider also using aerial or marine adjustments for creatures that have adapted to fly or survive long periods underwater.)
- Optionally add immunity to other specific environmental effects, such as toxic or corrosive atmospheres (*GM Core* 97), or add benefits similar to environmental protection armor upgrades (*Player Core* 268), so the creature can temporarily or permanently survive in harsher environments.
- Add any of the following abilities that seem appropriate or necessary for the creature to survive in its environment.

  **Temperature Adaptation** The creature treats environmental temperature effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

  **Terrain Adaptation** The creature ignores uneven ground and difficult terrain caused by the most prevalent terrain in its environment, such as snowy terrain on a frigid moon (reducing greater difficult terrain to ordinary difficult terrain).

## HARDLIGHT ADJUSTMENTS

Sometimes you'll want to create a creature that's made of hardlight but takes a more specific or unique form than the hardlight life-forms on page 88. A hardlight creature can be just about any other type of creature imaginable thanks to the wonders of hardlight technology.

- Add the construct and tech traits.
- Add immunity to bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, and void.
- Add weakness to electricity and force, and resistance to physical (except *ghost killer*), with a value depending on the creature's level (see table on page 206).
- Add the following abilities.

  **Darkvision**

  **Tethered** A hardlight life-form can't travel more than the indicated number of feet from its projector. A hardlight life-form reduced to 0 HP vanishes, though its projector reconstructs it in 1d4 hours. The only way to permanently destroy a hardlight life-form is to find its projector and either repair or destroy it.
- Optionally, if the creature has no ranged attack, add a hardlight beam Strike with a range increment of 60 feet. Use the guidelines on page 124 of *GM Core* to determine the attack's modifier and the amount of force damage it deals. For a quick and dirty adjustment, use values equal to the creature's highest-damage attack, but an attack modifier 2 lower than that attack.

NANITE SECURITY ROBOT

| LEVEL | RESISTANCE/WEAKNESS |
|---|---|
| 3 or lower | 3 |
| 4–8 | 5 |
| 9–13 | 10 |
| 14+ | 15 |

## INTERSTELLAR ADJUSTMENTS

Sometimes, for a creature to fit your story, you need it to be able to survive in space and travel between the stars.

- Add the cosmic trait.
- Add aerial adjustments (page 204) so the creature can fly—in combination with the cosmic trait, this means it can fly through space.
- Add immunity to cold and radiation.

## MAGICAL ADJUSTMENTS

Some creatures have a connection to a specific tradition of magic, whether because of a mystical bond with a divine power, a connection to another plane, or simply because they've studied magic. Magical adjustments are especially appropriate when you want to incorporate a sci-fi creature into a game with heavy fantasy themes.

- Decide what tradition the creature's magic comes from (arcane, divine, occult, or primal) and whether the creature's spells are associated with its Intelligence, Wisdom, or Charisma. Increase that attribute modifier to reflect the creature's association with magic (typically you'll increase it by 1 or 2, up to the creature's other highest attribute modifier).
- Add innate spells from that tradition to fit the creature's theme and purpose. A good rule of thumb is to choose about three spells of up to half the creature's level that grant it something especially memorable or useful that it can do, but you can choose spells of any rank as long as they fit the creature's niche and power level; full guidelines for creatures' innate spells can be found in *GM Core* (page 125).
- Add the following ability.

**Magical Resilience** ↻ **Trigger** The creature attempts a saving throw against a spell or magical effect of its magical tradition but hasn't rolled yet; **Effect** The creature gains a +1 circumstance bonus to its saving throw against the triggering effect.

## MARINE ADJUSTMENTS

Sometimes you need a creature that can swim and survive in water.

- Add the aquatic trait (if the creature lives only in water) or amphibious trait (if the creature can live on both land and water).
- Add Athletics with a modifier equal to the creature's highest skill modifier.
- If the creature doesn't have a swim Speed, add a swim Speed equal to its highest Speed (if it's aquatic) or equal to half its land Speed (if it's amphibious; minimum 15 feet).
- If the creature doesn't have a land Speed, add a land Speed equal to half its swim Speed (minimum 15 feet) if it's amphibious.
- Add the following abilities:

**Low-Light Vision**

**Scent** (imprecise) 120 feet (optionally, if aquatic)

## NANITE ADJUSTMENTS

Some constructs are made of countless tiny nanites.

- Add immunity to acid, bleed, critical hits, mental, precision, unconscious, and visual.
- Optionally, if the creature has melee or ranged Strikes that originate from its body (such as an integrated weapon or a jaws or fist Strike), change the damage type to acid.
- Add the following abilities:

**All-Around Vision** (page 208)

**Compression** The creature can move through a gap at least 2 feet wide without Squeezing and can Squeeze through a gap at least 1 foot wide.

**Darkvision**

**Nanite Surge** ◆◆ **Frequency** once per day; **Effect** The creature restores 6 hit points per level to one creature or item with the tech trait.

## ROBOTIC ADJUSTMENTS

Sometimes you want to make a robotic version of some other creature.

- Add the construct, robot, and tech traits.
- Add immunity to bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, and void.

- Add weakness to electricity with a value according to the table below.
- Optionally add one or more security robot abilities (page 162).
- Optionally, if the creature has no ranged attack, add a laser cannon Strike with a range increment of 60 feet. Use the guidelines on page 124 of *GM Core* to determine the attack's modifier and the amount of fire damage it deals. For a quick and dirty adjustment, use values equal to the creature's highest-damage attack, but an attack modifier 2 lower than that attack.

| LEVEL | WEAKNESS |
|---|---|
| 3 or lower | 3 |
| 4–8 | 5 |
| 9–13 | 10 |
| 14+ | 15 |

## SAPIENT ADJUSTMENTS

Sometimes you want a creature to be able to think for itself rather than following a set of mindless behaviors or instructions. Apply these adjustments to mindless creatures, such as robots, oozes, or zombies.

- Increase the creature's Intelligence from –5 to whatever level is suitable for your story (generally up to its highest ability score, but you might decide that a superintelligent, low-level ooze is exactly what your adventure needs).
- Add up to three new skills with a modifier equal to its highest skill modifier.
- Add up to three languages that the creature can understand (and optionally speak).
- Consider adding telepathy if you want the creature to be able to communicate easily, especially if the creature has no mouth or otherwise can't speak.

## WARPED ADJUSTMENTS

Some creatures are just *wrong*. Whether they're beings from another dimension, manifestations of a creature's psychic dreams, visitors from another timeline, or creations of a powerful malfunctioning artificial intelligence, these creatures might look and act in unexpected ways.

- Add the mutant trait.
- Add the following abilities.

  **Not Really There** ↷ (teleportation) **Trigger** A creature targets the warped creature with an attack or area effect, and the warped creature is aware of the attacker; **Effect** The warped creature teleports 10 feet. If this puts the warped creature out of the range or area of the attack, the attack misses. If not, the warped creature gains a +2 circumstance bonus to AC and Reflex saves against the attack.

  **Unsettling** (aura, visual) 20 feet. A creature that enters the aura must succeed at a Will save or become frightened 1 (or frightened 2 on a critical failure) and is then temporarily immune for 1 minute. Use the creature's spell DC or the DC of one of its existing abilities (whichever is highest), or set a DC based on the creature's level (*GM Core* 126).

## WEAK ADJUSTMENTS

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's level by 1; if the creature is level 1, instead decrease its level by 2.
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level (see the table below).

| STARTING LEVEL | HP DECREASE |
|---|---|
| 1–2 | –10 |
| 3–5 | –15 |
| 6–20 | –20 |
| 21+ | –30 |

WARPED TASHTARI

## ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

**All-Around Vision** This monster can see in all directions simultaneously and therefore can't be flanked.

**Aquatic Ambush ❖ Requirements** The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is off-guard against this Strike.

**Area Fire ❖** or **❖❖** The monster attempts to hit each creature in a designated area with an area attack, typically a burst, line, or cone. For a burst, the monster can position the center point anywhere within the indicated range. Any creatures in the area take the indicated amount of damage, with a basic Reflex save against the indicated DC. Damage from Area Fire is area damage. The Area Fire entry can specify additional effects, such as conditions applied on a critical failure. Area Fire sometimes comes from manufactured weapons, in which case the monster must be wielding the weapon, and the Area Fire uses ammo equal to the weapon's expend (or uses up a consumable such as a grenade). Most Area Fire attacks are a 2-action activity, but sometimes (such as when throwing a grenade) they're only a single action.

**At-Will Spells** The monster can cast its at-will spells any number of times without using up spell slots.

**Aura** A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn within the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

**Auto-Fire ❖❖** The monster attempts to hit each creature in a cone of the indicated size (typically half the range increment of a manufactured weapon) without making an attack roll. Any creature in the area takes the indicated damage, with a basic Reflex save against the indicated DC. This damage is area damage. The Auto-Fire entry can specify additional effects, such as conditions applied on a critical failure. Auto-Fire most often comes from manufactured weapons, in which case the monster must be wielding the weapon, and the Auto-Fire has an expend equal to the number of targets in the area × 2.

**Change Shape ❖** (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster can't use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

**Constant Spells** A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

**Constrict** The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

**Darkvision** A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

**Disease** When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions.

**Engulf ❖❖** The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails

this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, is slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

**Fast Healing** A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

**Ferocity ↻ Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

**Frightful Presence** (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

**Critical Success** The creature is unaffected by the presence.
**Success** The creature is frightened 1.
**Failure** The creature is frightened 2.
**Critical Failure** The creature is frightened 4.

**Grab ❖ Requirements** The monster's last action was a successful Strike that lists Grab in its damage entry, or the monster has a creature grabbed or restrained; **Effect** If used after a Strike, the monster attempts to Grapple the creature using the body part it attacked with. This attempt neither applies nor counts toward the creature's multiple attack penalty.

The monster can instead use Grab and choose one creature it's grabbing or restraining with an appendage that has Grab to automatically extend that condition to the end of the monster's next turn.

**Greater Constrict ❖** The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

**Hover** When a monster's land speed indicates that the creature hovers, its land Speed represents how fast it can move while hovering within 5 feet of a solid surface. Hovering creatures don't count as flying but might be able to avoid certain types of difficult or hazardous terrain, at the GM's discretion.

**Improved Grab**, **Improved Knockdown**, or **Improved Push ◈** The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

**Knockdown ❖ Requirements** The monster's last action was a successful Strike that lists Knockdown in its damage entry; **Effect** The monster attempts to Trip the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty.

**Lifesense** Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

**Light Blindness** When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

**Low-Light Vision** The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

**No Breath** The monster doesn't breathe and is immune to effects that require breathing.

**No Vision** The monster doesn't have eyes or otherwise sense creatures using vision and is immune to visual effects. It typically relies on other senses to navigate its environment and detect creatures.

**Poison** When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

**Pull ❖ Requirements** The monster's last action was a success with a Strike that lists Pull in its damage entry; **Effect** The monster attempts to Reposition the creature, moving it closer to the monster. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Pull lists a distance, change the distance the creature is pulled on a success to that distance.

**Push ❖ Requirements** The monster's last action was a successful Strike that lists Push in its damage entry; **Effect** The monster attempts to Shove the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Push lists a distance, change the distance the creature is pushed on a success to that distance.

**Reactive Strike ↻ Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and

the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

**Regeneration** This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

**Rend** ❖ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

**Scent** Scent involves sensing creatures or objects by smell and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually don't exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

**Shield Block** ↻ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

**Stench** (aura, olfactory) A creature entering the aura or starting its turn in the area must succeed at a Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). A creature that succeeds at its save or recovers from being sickened is temporarily immune to all stench auras for 1 minute.

**Swallow Whole** ❖ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed or restrained in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the target's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer clutch a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature captured in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

**Swarm Mind** This monster doesn't have a single mind (typically because it's a swarm of smaller creatures) and is immune to mental effects that target only a specific number of creatures. It's still subject to mental effects that affect all creatures in an area.

**Telepathy** (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

**Throw Rock** ❖ The monster interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

**Trample** ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

**Tremorsense** Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It's usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

**Void Healing** A creature with void healing draws health from void energy rather than vitality energy. It is damaged by vitality damage and isn't healed by healing vitality effects. It doesn't take void damage, and it's healed by void effects that heal undead.

**Wavesense** This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

# CREATURE TRAITS

Some of these traits appear in *Starfinder Player Core* or *GM Core*, while others are new to this book.

## RARITY TRAITS

Unless a creature is common, its trait list starts with a rarity trait.

**Common** A creature of this rarity is generally known and can be summoned with the appropriate summon spell.

**Uncommon** Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

**Rare** As the name suggests, these creatures are rare. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

**Unique** A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

## SIZE

After any rarity trait, each creature has its size listed.

**Gargantuan** This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid) but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they're tall, or 15 feet if they're long, but larger ones could have a much longer reach.

**Huge** A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

**Large** A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

**Medium** A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

**Small** A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

**Tiny** A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

## OTHER TRAITS

After any rarity traits and the size, each creature's trait line lists all other traits the creature has in alphabetical order. The following is a list of those traits found in the book.

**aberration** Aberrations are creatures from beyond the planes or corruptions of the natural order.

**air** Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

**amphibious** An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

**angel** This family of celestials are messengers and warriors. Most angels are holy, have darkvision, and have a weakness to unholy.

**animal** An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.

**aquatic** Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

**arcane** This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

**archon** Members of this family of celestials are the protectors of Heaven and are typically holy. They have darkvision and a weakness to unholy.

**astral** Astral creatures are native to the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

**beast** A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

**celestial** Creatures that hail from or have a strong connection to the holy planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

**cold** Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

**cosmic** Creatures with this trait can survive in the harsh vacuum of space and the vast distances between planets and stars. They don't breathe while in space or in a vacuum. Creatures with this trait can use their fly Speed to Fly normally in a vacuum or zero-gravity environment. Unless the creature possesses a bespoke ability (such as no breath), they remain susceptible to effects that require breathing while in normal atmosphere.

**construct** A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they're immune to bleed, death effects, disease, healing, nonlethal attacks, poison, spirit, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they might have Hardness based on the materials used to construct

their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

**daemon** A family of fiends spawned on the desolate plane of Abaddon, most daemons are irredeemably unholy. They typically have darkvision and weakness to holy.

**demon** A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision and weaknesses to cold iron and holy.

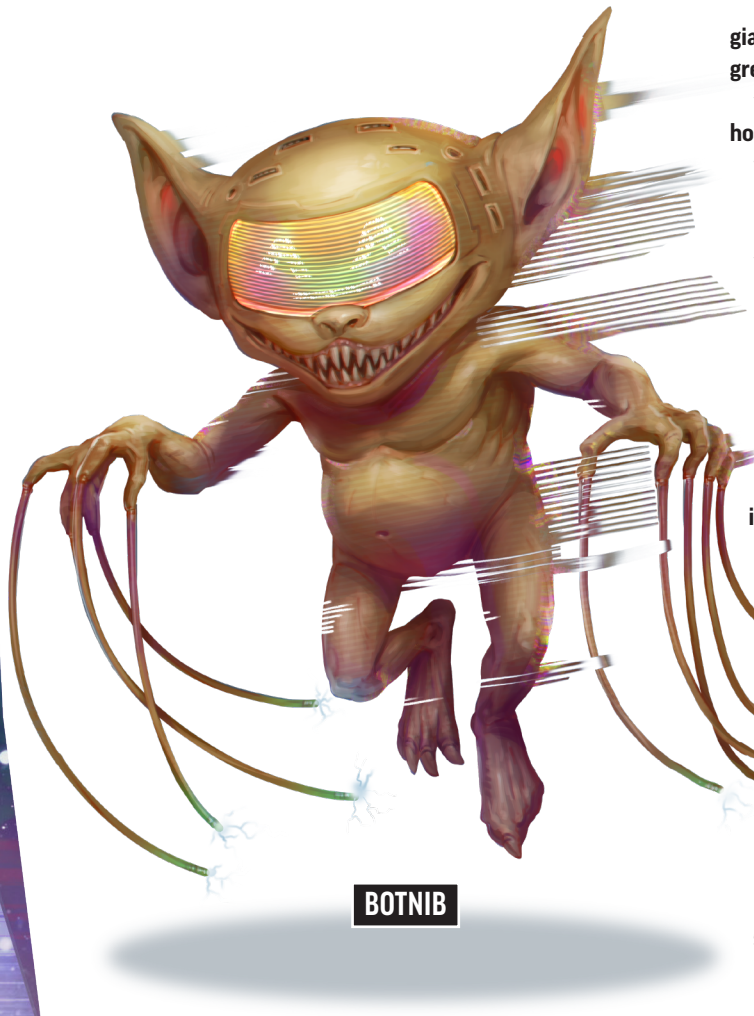
**devil** A family of fiends from Hell, most devils are irredeemably unholy. They typically have greater darkvision, immunity to fire, telepathy, and weakness to holy.

**divine** This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to divine magic.

**dragon** Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis.

**Drift** These creatures originate from or otherwise live in the Drift, the mysterious plane that allows for hyperspace travel and interplanetary communication. They typically also have the cosmic trait.

**earth** Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.



BOTNIB

**elemental** Creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.

**elindrian** Locustlike humanoids who recently emerged from beneath Castrovel's surface, these fanatical and violent beings are somehow connected to the massive cosmic ooze known as the Terror of Ukulam.

**ethereal** Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

**fey** Creatures of the First World are called the fey.

**fiend** Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

**fire** Effects with the fire trait deal fire damage, or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

**formian** Ant-like beings native to Castrovel, formians have a psychic hive mind and strong communal bonds.

**fungus** Fungal creatures have the fungus trait. They're distinct from normal fungi.

**ghost** Lost souls that haunt the galaxy as incorporeal undead are called ghosts.

**giant** Giants are massive humanoid creatures.

**gremlin** Cruel and mischievous fey, gremlins have acclimated to life in the Universe.

**holy** Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

**human** A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability.

**humanoid** Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

**incorporeal** An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it's slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost killer* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage, spirit damage, and damage from Strikes with the *ghost killer* property rune), with double the resistance against non-magical damage.

**jinsul** Jinsuls are a warlike, six-legged, multi-eyed species.

**kucharn** These humanoid creatures are part of the ancient, destructive, all-consuming hive mind known across the galaxy as the Swarm.

**metal** Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.

**midwife** The Midwives are 13 enigmatic beings involved in the birth of the Newborn from the planet Aucturn.

**mindless** A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are –5. They're immune to all mental effects.

**monitor** Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

**mutant** The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

**nymph** This family of beautiful fey creatures has strong ties to natural locations.

**occult** This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to occult magic.

**ooze** Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.

**plant** Vegetable creatures have the plant trait. They're distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

**primal** This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to primal magic.

**psychopomp** A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. They typically have darkvision, lifesense, and shepherd's touch, and they're immune to death effects.

**robot** Robots are technological constructs built to perform a specific function.

**spectra** These enigmatic beings from the Drift are primarily concerned with protecting their native plane as well as spreading and safeguarding technology across the galaxy.

**spirit** Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

**swarm** A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

**tech** A creature with the tech trait, such as a robot, is built partially or entirely of technological components, or otherwise is very closely related to technology. Creatures with the tech trait are susceptible to the glitching condition.

**troll** Trolls are giant, brutish creatures and are well known for transforming into inanimate materials.

**undead** Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy, are healed by void energy, and don't benefit from healing vitality effects.

**unholy** Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

FERROFLUID OOZE

**water** Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

**wight** A wight is an undead creature that drains life and stands vigil over a burial site.

**zombie** These undead are mindless rotting corpses that hunger for living flesh.

## WEAPON TRAITS

The bonuses from these weapons traits are included in creatures' statistics, but the traits appear because they're relevant for the clumsy and enfeebled conditions.

**Brutal** A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

**Finesse** This melee attack is Dexterity based. Even if a weapon normally has the finesse trait, this trait is omitted in the Strike entry if the monster is applying its Strength.

## INTEGRATED EQUIPMENT

Weapons or other items listed as "integrated" in a creature's Items entry are considered part of the creature until the creature is slain. These items can't be disarmed or otherwise removed from the creature. If an integrated item is listed as having ammo or batteries, these are considered part of the creature and recharge naturally over the course of 24 hours of rest. In most circumstances, a creature can attempt a Crafting check to remove integrated equipment from a slain creature, with a DC based on the slain creature's level, using the DCs by Level table (*GM Core* 53) as a guideline. On a success, the creature can remove the item and use it normally.

# RITUALS

Some creatures from the Outer Planes can use rituals to call their kin or transport themselves to another plane. These are the rituals used by various creatures in this book; under rare circumstances in your campaign, player characters might gain access to these rituals as well! *Pathfinder Monster Core* contains many additional fantasy creatures, such as demons, that can be called with these rituals.

### ANGELIC MESSENGER — RITUAL 1

UNCOMMON

**Cast** 1 day

**Primary Check** Religion (expert; you must be an angel)

You transport yourself to either a celestial plane or a world in the Universe where worshippers of your patron can be found. You must be of no higher level than double *angelic messenger*'s spell rank.

**Critical Success** As success, but if you've never visited that plane or world before, you appear right in front of the message's intended recipient.

**Success** You arrive on the target plane or world at the last location you visited on that plane or world, or to a random location within 10d10 miles of your message's intended recipient if you've never visited that plane or world before.

**Failure** You don't travel.

**Critical Failure** You accidentally travel to the wrong plane, possibly a dangerous plane.

### DEMONIC PACT — RITUAL 1

UNCOMMON UNHOLY

**Cast** 1 day

**Primary Check** Religion (expert; you must be a demon)

You call in a favor from one demon of level 2 or lower, two demons of level 0 or lower, or three demons of level –1 or lower.

**Critical Success** You conjure the demon or demons. They're eager to pursue the task, so they don't ask for a favor.

**Success** You conjure the demon or demons. They aren't eager to pursue the task, so they require a favor in return.

**Failure** You don't conjure any demons.

**Critical Failure** The demon or demons are angry that you disturbed them. They appear before you, but they immediately attack you.

**Heightened (+1)** Increase the level of demon you call by 1 for each option.

### DIABOLIC PACT — RITUAL 1

UNCOMMON UNHOLY

**Cast** 1 day

**Primary Check** Religion (expert; you must be a devil)

You make an appeal to a powerful devil, asking them to bind some of their subordinates to your service. If you succeed, the devil sends you their choice of one devil of level 2 or lower, two devils of level 0 or lower, or three devils of level –1 or lower.

**Critical Success** The devils are sent to you and serve you for 1d4 weeks.

**Success** The devils are sent to you and serve you for 1d4 days.

**Failure** Your request is denied.

**Critical Failure** Not only is your request denied, but the powerful devil sends word of its displeasure to your master.

**Heightened (+1)** Increase the level of devil sent to you by 1 for each option.

# LANGUAGES

Some creatures in this book speak languages not found on page 97 of *Starfinder Player Core*. The languages are listed on the Uncommon Languages table.

### UNCOMMON LANGUAGES

| LANGUAGE | SPEAKERS |
|---|---|
| Alghollthu | Alghollthu, thralls, and enemies |
| Daemonic | Daemons and those who buy souls |
| Elindrian | Elindrians |
| First One | First Ones |
| Formian | Elindrians, formians, others from Castrovel |

| LANGUAGE | SPEAKERS |
|---|---|
| Garaggakal | Garaggakals |
| Jinsul | Jinsuls |
| Jotun | Giants |
| Muan | Wood elemental creatures |
| Orbian | Sapient orbs |
| Petran | Earth elemental creatures |
| Pyric | Fire elemental creatures |
| Requian | Psychopomps and related creatures |
| Starsong | Omas |
| Sussuran | Air elemental creatures |
| Talican | Metal elemental creatures |
| Thalassic | Water elemental creatures, aquatic creatures |

## COMPANION CREATURES

A small number of creatures in *Alien Core* include rules for using them as pets or companion creatures for player characters. Companion creatures are minions with their own unique statistics, actions, and special benefits they provide to player characters. Full rules for companion creatures, including all new robot companions, can be found in *Starfinder Tech Core*.

## CREATURES BY TYPE

The following lists organize the creatures by their major types, subdivided by level. A superscript "U" indicates that a creature is uncommon, "R" that it's rare, and "Uq" that it's unique.

### ABERRATION

**Level 1** akata; **Level 2** alloid; **Level 3** rendworm, skreeling; **Level 4** Presulea Midwife$^{Uq}$, sapient purple orb; **Level 5** cerebinite, trawler, wayward warp; **Level 6** orocoran, quyu, sapient green orb; **Level 7** skreesire; **Level 8** voidsage$^{U}$, coposirix, dreamer; **Level 9** ichor lord, Liberoba Midwife$^{Uq}$; **Level 12** haeshi-shaa (haeshi form); **Level 14** deh-nolo, othinni, warpstitcher; **Level 16** haeshi-shaa (shaa form); **Level 18** omnipath$^{U}$; **Level 22** Paradox 17$^{Uq}$

### ANIMAL

**Level –1** diatha, empathnid, khefak, pachinyam, squox; **Level 0** trained squox; **Level 2** zitteroc; **Level 3** yearling arabuk, dread empathnid, thasteron khefak; **Level 4** flayer leech, pachinyam swarm; **Level 5** whiskered renkroda; **Level 6** cloud skate; **Level 7** apari; **Level 8** arabuk; **Level 9** atlapak, surnoch; **Level 10** whiptail renkroda; **Level 12** spined renkroda; **Level 13** cloud ray

### BEAST

**Level –1** scrap rat; **Level 1** kaukariki; **Level 2** electrovore, tool rat; **Level 3** corchaaz, tashtari, thermatrod; **Level 4** crest-eater, juvenile nyssholora; **Level 5** glass serpent, ignurso, tashtari alpha; **Level 6** caypin, dust manta, veolisk; **Level 7** bloodbrother, diaspora worm; **Level 8** dust worm; **Level 10** thermatrod caldera; **Level 11** nyssholora; **Level 12** ranonek; **Level 13** skarak; **Level 16** oma; **Level 17** diaspora worm sage, Ulgaazan nyssholora; **Level 20** dust worm augur

### CELESTIAL

**Level 4** emissar angel; **Level 7** barachius angel; **Level 9** arqsheth

### CONSTRUCT

**Level –1** repair-class security robot; **Level 0** ordinance-class civil robot; **Level 1** animated firearm, hardlight scamp, tax-class civil robot, observer-class security robot; **Level 2** snoop-class infiltrator robot; **Level 3** hardlight mascot, line-class soldier robot, robotic tactical war machine; **Level 4** animated tech armor, protection-class security robot; **Level 5** demolition-class assassin robot, hardlight havoc, robotic advanced war machine; **Level 7** biotech advanced war machine$^{U}$; **Level 9** elimination-class assassin robot, hardlight weaver, robotic superior war machine; **Level 11** biotech superior war machine$^{U}$, emissary-class infiltrator robot; **Level 12** shimmerstone sentinel; **Level 13** robotic elite

VOID OOZE

war machine, vanguard-class soldier robot; **Level 15** biotech ultimate war machine[U], finitrium fatebender, malevolent AI[R]; **Level 20** oscriss[R]; **Level 25** illumantula[Uq]

## DRAGON

**Level 2** ravenous drake; **Level 7** young host dragon; **Level 8** young akashic dragon; **Level 9** blight drake, young abysium dragon; **Level 10** young cosmic dragon; **Level 11** adult host dragon; **Level 12** adult akashic dragon; **Level 13** adult abysium dragon; **Level 14** adult cosmic dragon; **Level 16** ancient host dragon[U]; **Level 17** ancient akashic dragon[U]; **Level 18** ancient abysium dragon[U]; **Level 19** ancient cosmic dragon[U]

## ELEMENTAL

**Level 0** cyanoscum; **Level 3** tregalxi; **Level 4** cyanoscum bloom; **Level 6** plasmazer; **Level 7** flarysca; **Level 8** shipbreaker, wastewither; **Level 10** tergaiator

## FEY

**Level –1** botnib, clangit; **Level 1** gubbin; **Level 2** emvermod, gnackle, hesper, obrhinnshee; **Level 4** sterieid; **Level 6** heliad, karkono; **Level 10** gwereiad, sterieid queen[U]; **Level 12** asteray; **Level 14** heliad queen[U]; **Level 18** gwereiad queen[R]

SHIPBREAKER

## FIEND

**Level 2** typodaemon; **Level 5** wahtunshna; **Level 6** jygyk; **Level 8** civusdaemon, daipex; **Level 11** deprimogon

## FUNGUS

**Level 1** corzad, psychic fungus harvester; **Level 2** psychic fungus warden; **Level 3** corzador; **Level 4** elder psychic fungus

## GIANT

**Level 6** warp troll; **Level 9** mutant troll; **Level 11** biotech giant; **Level 15** moon giant

## HUMANOID

**Level 1** athraxer, Free Captain knave, Xenowarden greenhorn; **Level 2** Free Captain gunner, Hellknight armiger, szynegator swarm; **Level 3** Aeon Guard trooper, emganat, Xenowarden rootsworn; **Level 5** Hellknight signifer, Sihedron Guard thunderstriker; **Level 6** bastorox, Free Captain; **Level 7** Aeon Guard commander; **Level 8** Hellknight degradant, Xenowarden biohulk; **Level 9** Paradoxical solipsist; **Level 10** thresher lord; **Level 11** Sihedron Guard specialist

## MONITOR

**Level 1** erabryth; **Level 14** temporai

## MUTANT

**Level 2** elindrian acolyte; **Level 4** elindrian celebrant; **Level 18** elindrian queen[R]

## OOZE

**Level 0** proog; **Level 1** assembly ooze; **Level 2** ferrofluid ooze; **Level 5** proog swarm; **Level 7** void ooze; **Level 9** scavenger slime; **Level 12** ferrofluid magneto-cluster; **Level 16** plasma ooze; **Level 22** Terror of Ukulam[Uq]

## PLANT

**Level 2** lumocantha; **Level 3** zalyop; **Level 4** ksarik, vracinea; **Level 5** supenga pup; **Level 7** void palm[U]; **Level 8** moonflower; **Level 15** supenga titan

## SPIRIT

**Level 1** noquasar spark; **Level 3** koruvi endling; **Level 4** digital ghost vidgamer; **Level 5** enraged noquasar; **Level 6** jinchori endling; **Level 10** rivarin endling

## UNDEAD

**Level –1** cybernetic zombie; **Level 1** Corpse Fleet infantry, necrolinked wight, void zombie[U]; **Level 2** driftdead returned, irradiated undead plant; **Level 3** squox biotech zombie; **Level 4** Corpse Fleet officer, irradiated undead flyer; **Level 5** dredgelit, nihili; **Level 6** draiclipsed; **Level 7** Corpse Fleet recruiter, crest-eater necrograft zombie, driftdead crasher; **Level 8** irradiated undead charger; **Level 10** vorthuul; **Level 13** driftdead amalgam, necrovite[R]

# CREATURES BY LEVEL

The following tables present every stat block in *Alien Core*, organized by level. An uncommon, rare, or unique creature is indicated with a superscript "U," "R," or "Uq," respectively. Each entry also indicates the creature's category, showing under which entry it can be found and the general group it belongs to, and finally the page number where the creature's entry begins.

| LEVEL –1 | CATEGORY | PAGE |
|---|---|---|
| Botnib | Gremlin | 85 |
| Clangit | Gremlin | 85 |
| Cybernetic zombie | Zombie, tech | 202 |
| Diatha | Diatha | 40 |
| Empathnid | Empathnid | 72 |
| Khefak | Khefak | 102 |
| Pachinyam | Pachinyam | 139 |
| Repair-class security robot | Robot | 162 |
| Scrap rat | Scrap rat | 168 |
| Squox | Squox | 180 |

| LEVEL 0 | CATEGORY | PAGE |
|---|---|---|
| Cyanoscum | Elemental | 64 |
| Jinsul trooper | Jinsul | 98 |
| Ordinance-class civil robot | Robot | 158 |
| Proog | Ooze | 128 |
| Trained squox | Squox | 180 |

| LEVEL 1 | CATEGORY | PAGE |
|---|---|---|
| Akata | Akata | 12 |
| Animated firearm | Animated object | 18 |
| Assembly ooze | Ooze | 128 |
| Athraxer | The Swarm | 182 |
| Corpse Fleet infantry | Corpse Fleet | 30 |
| Corzad | Corzadai | 32 |
| Erabryth | Psychopomp | 144 |
| Free Captain knave | Free Captain | 78 |
| Gubbin | Gremlin | 86 |
| Hardlight scamp | Hardlight life-form | 88 |
| Kaukariki | Kaukariki | 101 |
| Necrolinked wight | Necrolinked wight | 113 |
| Noquasar spark | Noquasar | 117 |
| Observer-class security robot | Robot | 163 |
| Psychic fungus harvester | Psychic fungus | 142 |
| Tax-class civil robot | Robot | 158 |
| Void zombie[U] | Akata | 13 |
| Xenowarden greenhorn | Xenowarden | 198 |

| LEVEL 2 | CATEGORY | PAGE |
|---|---|---|
| Alloid (ship stealer) | Dominion of the Black | 42 |
| Driftdead returned | Driftdead | 60 |
| Electrovore | Electrovore | 63 |
| Elindrian acolyte | Elindrian | 70 |
| Emvermod | Emvermod | 73 |
| Ferrofluid ooze | Ooze | 129 |
| Free Captain gunner | Free Captain | 78 |
| Gnackle | Gremlin | 87 |
| Hellknight armiger | Hellknight | 90 |
| Hesper | Hesper | 92 |
| Irradiated undead plant | Irradiated undead | 96 |
| Jinsul warblooded | Jinsul | 98 |
| Lumocantha | Lumocantha | 107 |
| Obrhinnshee | Obrhinnshee | 126 |
| Psychic fungus warden | Psychic fungus | 143 |
| Ravenous drake | Drake | 56 |
| Snoop-class infiltrator robot | Robot | 160 |
| Szynegator swarm | The Swarm | 183 |
| Tool rat | Scrap rat | 168 |
| Typodaemon | Daemon | 34 |
| Zitteroc | Zitteroc | 201 |

| LEVEL 3 | CATEGORY | PAGE |
|---|---|---|
| Aeon Guard trooper | Aeon Guard | 8 |
| Corchaaz | Corchaaz | 29 |
| Corzador | Corzadai | 32 |
| Dread empathnid | Empathnid | 72 |
| Emganat | The Swarm | 183 |
| Hardlight mascot | Hardlight life-form | 88 |
| Koruvi endling | Endling | 74 |
| Line-class soldier robot | Robot | 164 |
| Rendworm | Rendworm | 153 |
| Robotic tactical war machine | Remote war machine | 149 |
| Skreeling | Skreesire | 171 |
| Squox biotech zombie | Zombie, tech | 202 |

| LEVEL 3 | CATEGORY | PAGE |
|---|---|---|
| Tashtari | Laser wolf (tashtari) | 106 |
| Thasteron khefak | Khefak | 102 |
| Thermatrod | Thermatrod | 188 |
| Tregalxi | Elemental | 65 |
| Xenowarden rootsworn | Xenowarden | 198 |
| Yearling arabuk | Arabuk | 20 |
| Zalyop | Zalyop | 200 |

| LEVEL 4 | CATEGORY | PAGE |
|---|---|---|
| Animated tech armor | Animated object | 18 |
| Corpse Fleet officer | Corpse Fleet | 30 |
| Crest-eater | Crest-eater | 33 |
| Cyanoscum bloom | Elemental | 64 |
| Digital ghost vidgamer | Digital ghost | 41 |
| Elder psychic fungus | Psychic fungus | 143 |
| Elindrian celebrant | Elindrian | 70 |
| Emissar angel | Angel | 16 |
| Excuba | Spectra | 176 |
| Flayer leech | Flayer leech | 77 |
| Irradiated undead flyer | Irradiated undead | 96 |
| Juvenile nyssholora | Nyssholora | 124 |
| Ksarik | Ksarik | 103 |
| Pachinyam swarm | Pachinyam | 139 |
| Presulea midwife[Uq] | Midwife | 110 |
| Protection-class security robot | Robot | 163 |
| Sapient purple orb | Sapient orb | 166 |
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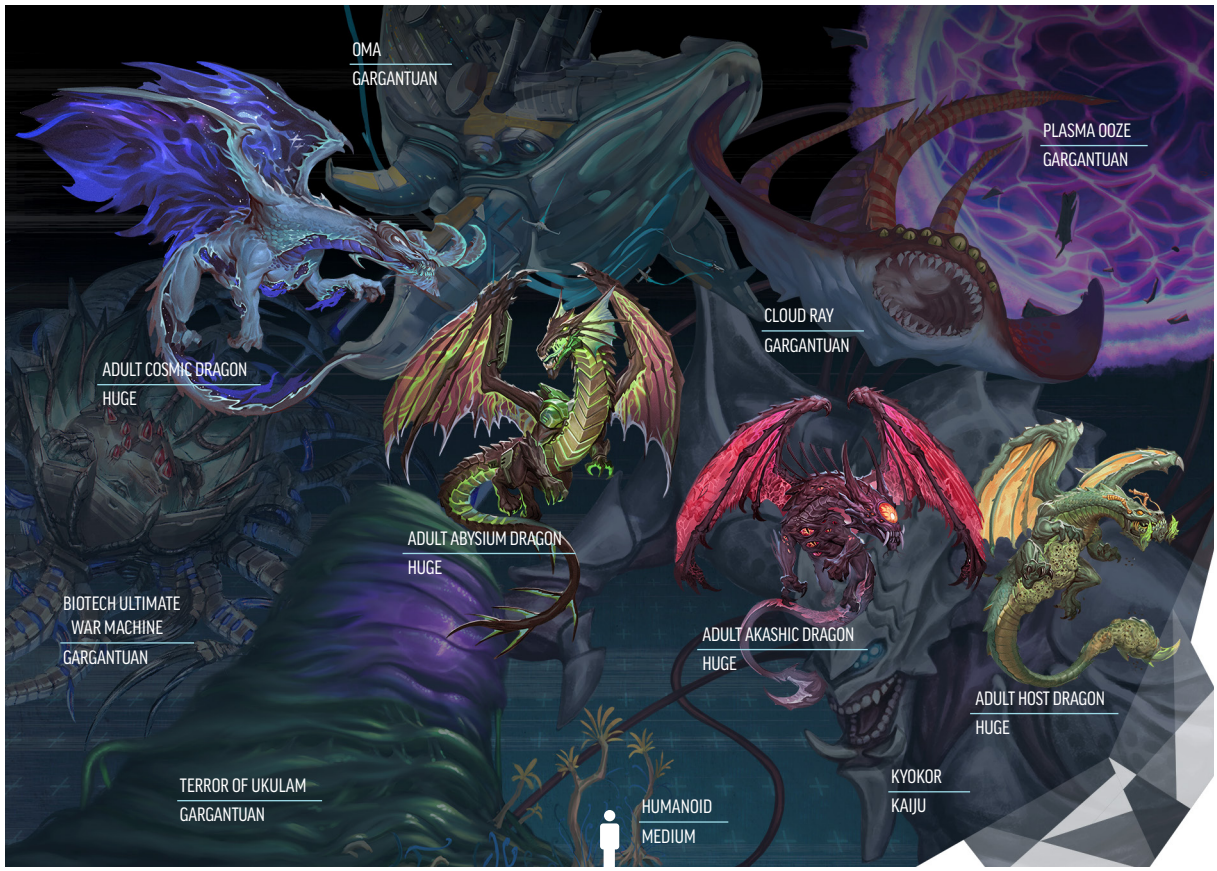

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